

SUPER COLLECTOR'S ISSUE!

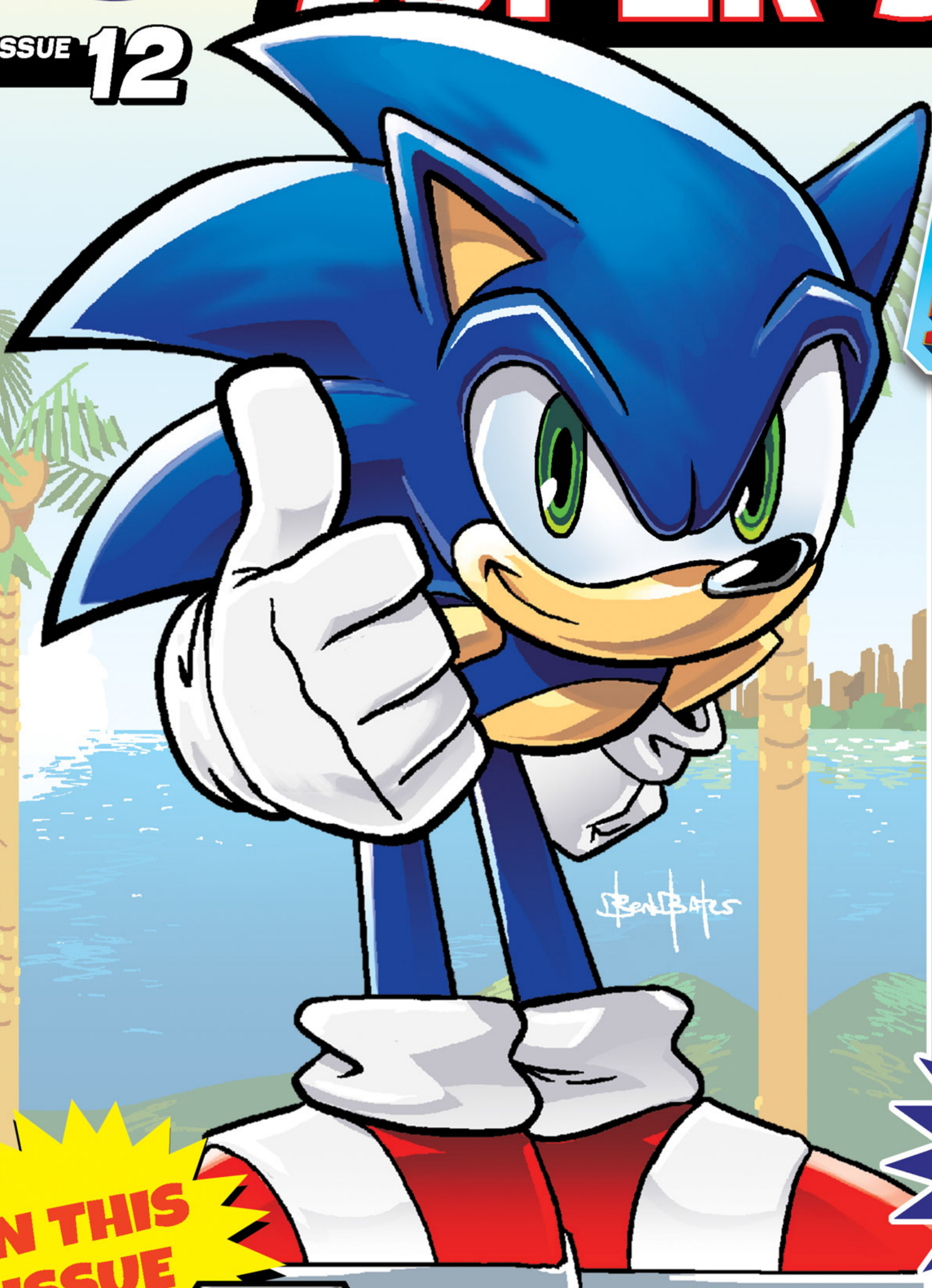
SONIC FEATURES! • COMIC STORIES! • SONIC NEWS!



ISSUE **12**

SONICTM

SUPER SPECIAL



**EXCLUSIVE
BEHIND-THE-
-SCENES
FEATURE!**

**IN THIS
ISSUE**

SEGA

GENESIS

25TH ANNIVERSARY



**BLAST TO THE PAST
WITH THE CONSOLE THAT
CHANGED THE WORLD!
PLUS NEW ART AND FEATURES
FOR YOUR FAVORITE RETRO GAMES!**

SONIC SUPER SPECIAL

CONTENTS

COMICS



COUNTDOWN TO CHAOS PT 3 & 4.....26

RACING FOR THE STARS.....72

PIRATE PLUNDER PANIC.....96

SONIC RUSH ADVENTURE.....118

FEATURES

NEWS FLASH.....4

IT'S THE SEGA GENESIS 25TH ANNIVERSARY EXTRAVAGANZA! PLUS AN INSIDE SCOOP ON SONIC BOOM AND THE "TOTAL ECLIPSE STORY" ARC!

SEGA GENESIS: GOLDEN AXE.....10

HOP ON A DRAGON AND EMBARK ON ADVENTURE

SEGA GENESIS: SHINOBI.....12

MORE MUSASHI, ANYONE?

SEGA GENESIS: ALTERED BEAST...14

WELCOME TO YOUR DOOM!

SEGA GENESIS: STREETS OF RAGE...16

TAKING BACK THE CITY, ONE PUNK AT A TIME!

SEGA GENESIS: RISTAR.....18

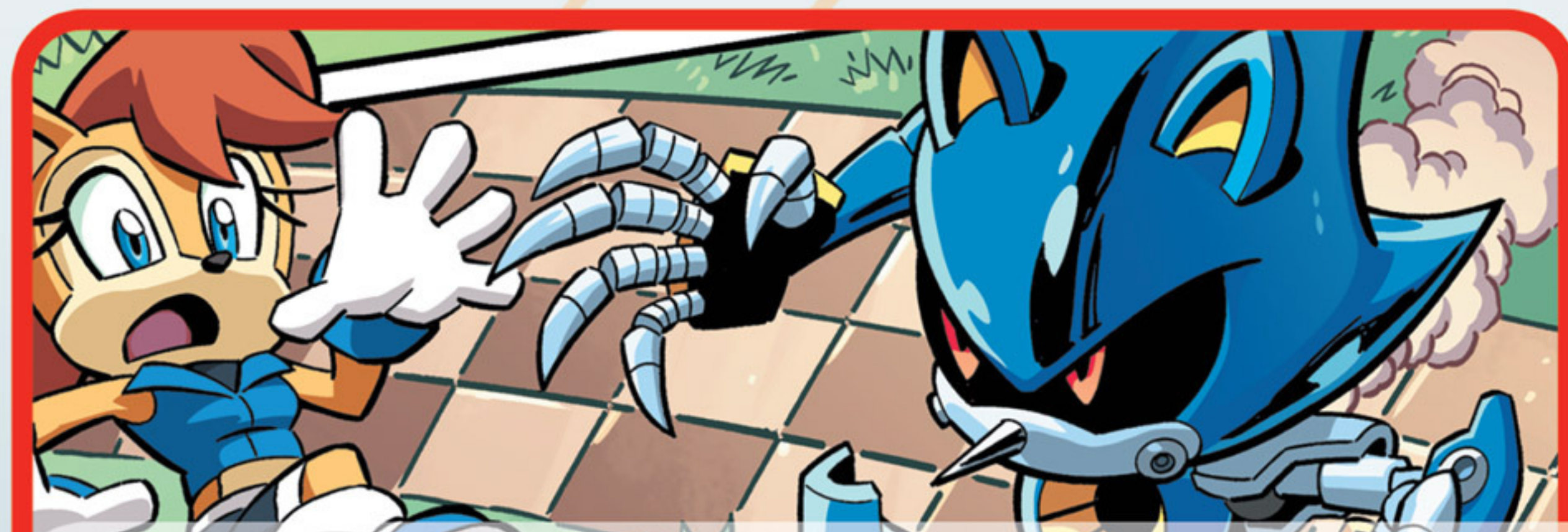
STRETCHY ARMS FOR THE WIN!

INTERVIEW: JONATHAN H. GRAY.....126

OUR SONIC COMIC PUNNY MAN IS AT IT AGAIN!



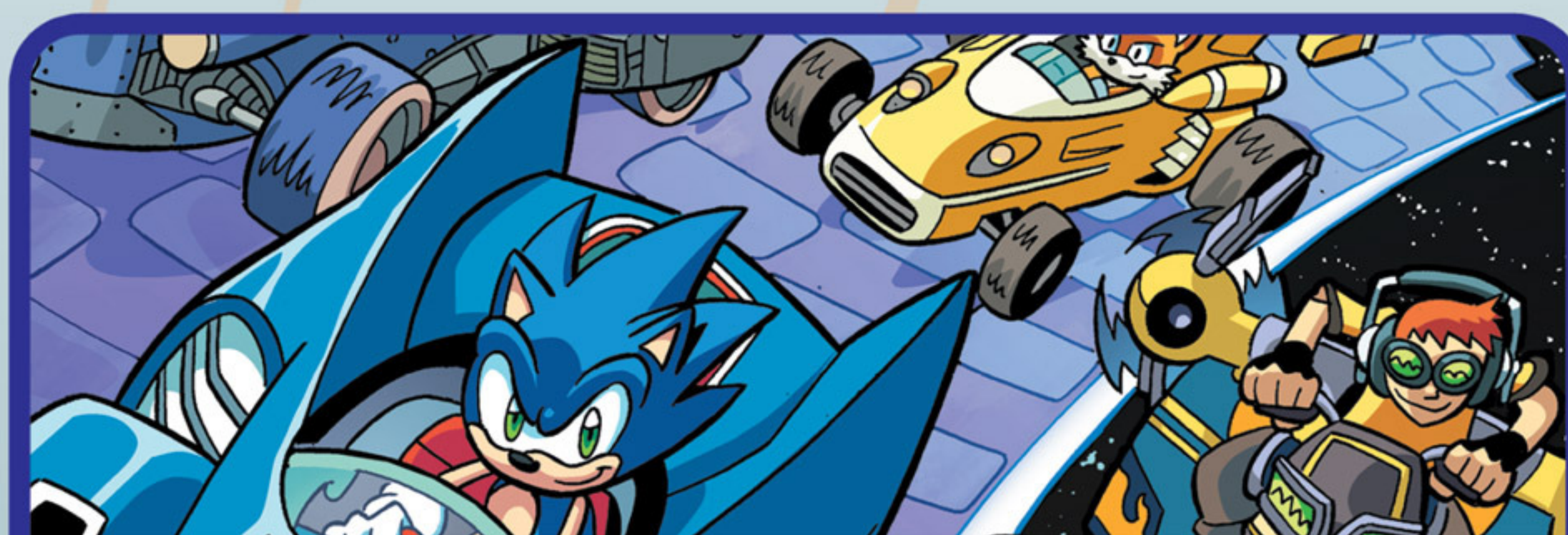
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26

COUNTDOWN TO CHAOS

The Freedom Fighter round-up continues as Sonic and Tails traverse their new, yet strangely familiar reality!



72

RACING FOR THE STARS

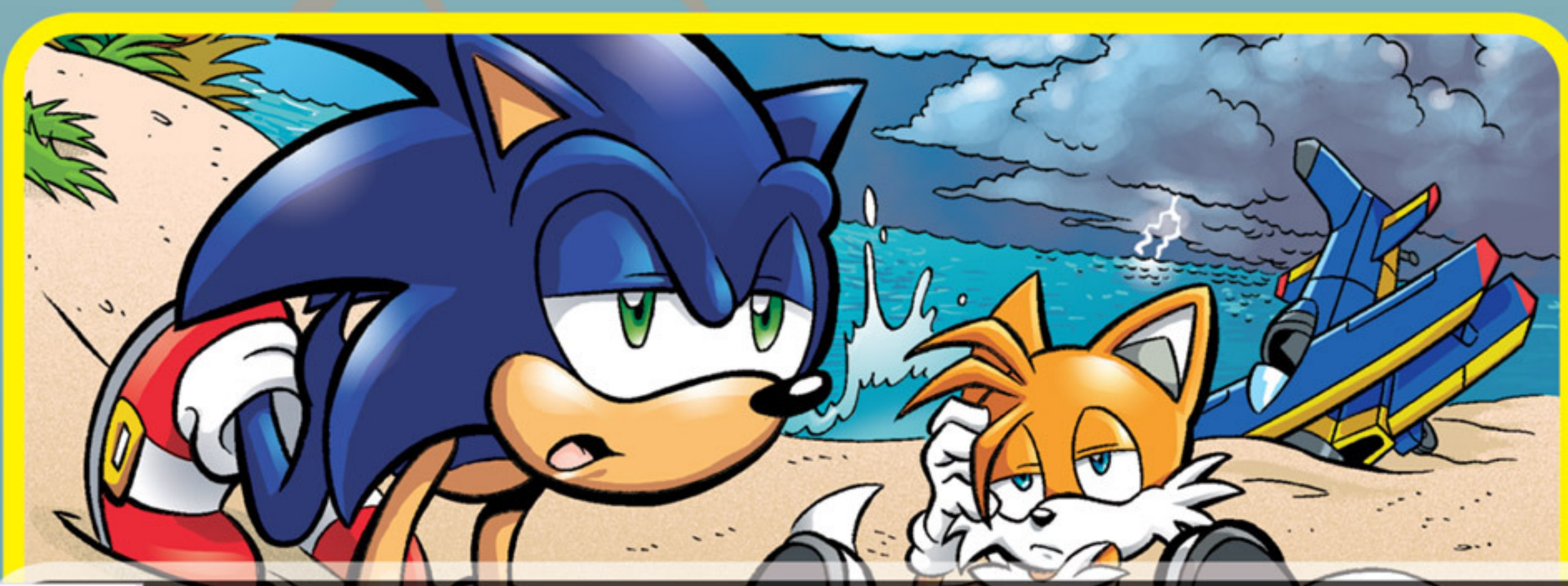
Sonic joins his SEGA all-star friends for another race! But when Dr. Eggman arrives, it becomes more than a race for just fun and glory.



96

PIRATE PLUNDER PANIC

Avast me hearties and embark on an epic journey across the high seas! Blaze the Cat continues her quest to collect and protect the Sol Emeralds, but not without some major interference from the dreaded robot pirate, Captain Metal!



118

SONIC RUSH ADVENTURE

Sonic and Tails have ventured to an all-new land inhabited by robot pirates! Can the duo find a way back home or are they ship-wrecked forever?!

SONIC SUPER SPECIAL

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SONIC GRAMS PRESENTS



HEY KIDS!

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MAMARONECK NY 10543-0419

YOU CAN ALSO WRITE

IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM

LETTERS

Howdy, folks! It's time to blast to the past as we take a look back on the Sega Genesis, the original home console of the Blue Blur! It's hard to believe, but it's been 25 years since the console came out! We'll give you the 411 on some of our personal favorites like Altered Beast, Golden Axe and many more! In addition to our stroll down memory lane, we also look to the future as we give you the inside scoop on the new Sonic Boom™ series! But before that, let's read some of that fantastic fan mail!

Dear 'Super Special Delivery',
Hi guys!

Hello!

I think you guys are awesome! I would LIKE to say that I'm Sonic's biggest fan but 1, I'd probably make my boyfriend mad *nervous laugh*, and 2, it wouldn't be entirely true.... I only started reading the comics 4 years ago. I always loved the games but didn't actually start reading the comics until I was 10.

Haha, it doesn't matter how long you've been a fan, all that really matters is that you're passionate about what you like! We're glad to hear that you've joined the Sonic fan community and read the comics!

Leaving my backstory

behind, I loved the new Shadow saga! It. Was. Incredible!

Ah yes, "Shadow Fall" was pretty sweet! The best part is that the epicness is not over! Shadow will be appearing in the third chapter of the Dark Trilogy, "Total Eclipse"!

Anyways, I have a few questions for you guys if you don't mind me asking.

You'll have the usual!

1. Are you guys going to be doing any contests any time soon?

We're cooking up some ideas for one! Let us know what kinds of contests you enjoy and we'll consider them!

2. How do you become a future Sonic/Archie Comics artist/writer/colorist etc.?

SUPER SPECIAL DELIVERY

You can submit samples of your work to Sonic@ArchieComics.com with the subject line: ATTN: ARTIST SUBMISSION. Make sure to give a clear message as to what position you are submitting for. Attached files should be in either PDF, JPG or DOC formats. We get A LOT of submissions and we may not get back to you right away. The best thing to do is to maintain a positive attitude, keep practicing and always do your best!

3. Do you have any Sonic O.C. or story idea contests? If you don't, I really think you should.

Now there's an idea! We'll keep that in mind!

Thanks! See you in the future if I'm lucky!

Sincerely, your future comrade
Melanie S. sent to
Sonic@ArchieComics.com

**Thanks for writing in, Melanie!
We look forward to the future!**

Dear 'Super Special Delivery',
Hey Archie people!

Howdy, Sonic-comic-reader-person!

Yep, me again. I have not written in forever, but don't worry, I am more invested in the comics than ever!

Forever was a while ago! It's good to hear from you again!

I'll have the usual please, and can I please get in the comics this time?!? Please, please with chili dogs on top?

You're here now! I'm gonna put extra chili dogs on top because I'm REALLY hungry right now!

Anyway, down to business. I am loving the new artists for the comic. I am very happy to see Jennifer Hernandez getting some full-issue action. Loving the writing too (but I think Tracy should do more-- he was great in the Pirate Plunder arc).

We love Jen! She draws the characters with so much emotion and flare! And Tracy Yarrrrrdley is a fine first mate! We'd love to have him write again soon!

By the way, as much as I love all the recently introduced characters, I think that there is more storytelling potential in many of the older ones. Which reminds me... Since it appears we are getting an Unleashed-type storyline, can we

see Colors next (or at least some wisps)?

There'll be some familiar faces popping up soon in Sonic the Hedgehog! Although there may not be any wisps coming soon, there will be some equally awesome super powered creatures coming to a Sonic Universe book near you!

I want to know and I hope the answer is yes: do you guys have anything at all to do with the upcoming Sonic movie?

Paul and I will be serving complementary comic books and chili dogs at every local movie theater when the film comes out. Be sure to stop by and say hey! (Just kidding -- the movie is Sega's territory, though we can't wait to see it ourselves!)

I definitely want to see more of Amy, Cream and the rest of the Chaotix in the future!

With all the love, Sonic's #9 fan,
Joel A. sent to
Sonic@ArchieComics.com

**Thanks for the letter, Joel!
You'll definitely be seeing more of your favorite characters in upcoming issues of Sonic the Hedgehog and Sonic Universe!**

Dear 'Super Special Delivery',
I am a huge Shadow fan, please write more comics about him! I know a new Sonic the Hedgehog film is coming out in the future, I hope he's in it! I can't wait!

Nancy B. sent to
Sonic@ArchieComics.com

Thanks, Nancy! Shadow will be one of the main players in the new Sonic Universe story arc, "Total Eclipse," so be sure to check it out! As for the film, we can't wait to see Sonic on the big screen!

Thanks everyone for your Super Special letters! We'll see all you Sonic Super Special fans next time! Until then, keep reading the comics and write to us at Super Special Delivery, Sonic Grams, and My Sonic Universe to get your letter in print!

SUPER SHOUT-OUTS

"The new world is incredible! It's great seeing locations that I've explored before in past games!"

~Michael P.

sent to Sonic@ArchieComics.com

"Great job with the current arcs! I really enjoy the Chaotix-story in the current Sonic Universe!"

~Jasmina L.

sent to Sonic@ArchieComics.com

"I would like to ask that the Archie Sonic team keep creating the same imaginative and inspirational work it has for the past 21 years."

~Allison L.

sent to Sonic@ArchieComics.com

"In Sonic the Hedgehog #261, I was a little shocked when Queen Angelica told Sonic the Hedgehog, THE BEST COMIC BOOK CHARACTER OF ALL TIME, to stand down! She has got a lot of nerve. I hope she realizes that Sonic deserves credit for all the times he kicked Eggman's big butt! "

~Ryan L.

sent to Sonic@ArchieComics.com



SONIC NEWS FLASH

SUPER SPECIAL

ENTER:

SONIC BOOM™

THE EXPLOSIVE ADVENTURE BEGINS HERE!

SONIC BOOM™ is racing towards us at the speed of sound! New video games and the first CG animated TV series this year usher in an all-new epic Sonic event!

So what's new about this take on Sonic the Hedgehog™?
TONS!

TEAM SONIC

Sonic and friends are suited up for action and adventure with all-new designs, abilities and sports tape!





EGGMAN IS BACK

For Sonic Boom, Dr. Eggman's design is still egg-shaped, but has been flipped upside-down from his original design to look even more intimidating!

We're going to be exploring all new landscapes, hidden mysteries and a new look for Sonic and his friends. The

star of the team, Sonic, is sporting an adventurer's bandanna, Amy's got a hammer, Knuckles is beefed up and Tails is adding new gadgets to his arsenal. And the biggest, coolest new addition of all – Sticks the Badger -- joins the cast of heroes! Sticks is a fearsome combatant and a tenacious hunter who's armed with handmade weapons at all times, including a handmade boomerang!

And that's not all that's changing! Dr. Eggman's looking tough and is bringing an all new army of badniks across the sea from his sleek new lair! The citizens of the village will be in trouble if Sonic and his friends don't help them out! Plus there will be new friends, new villains and surprises we can't even hint at!

But fear not, dedicated Sonic fans of old – there's plenty that will feel familiar as well! Sonic's got the same cool, adventurous attitude you've come to know and love. Dr. Eggman is still the delightful mix of cornball and madman. And your favorite



COMIC BOOK!

This October marks the launch of the all-new monthly Sonic Boom™ comic book! For more information visit us at ArchieComics.com



DISCOVER NEW LANDS

The world of Sonic Boom is vast and exciting. Lush jungles, icy mountains and volcanic islands bring a diverse set of terrain for Sonic and his friends to explore!

characters are still saving the day, bashing badniks and looking good while doing it!

Perhaps the biggest shift is the focus – this isn't just Sonic's fight anymore. He'll need the combined help of Tails, Knuckles, Amy, Sticks and more to stop Dr. Eggman's mechanical mayhem. Sonic will still be bringing the speed and the snark, of course, but he'll need Tails' technical genius, Sticks' combat abilities, Knuckles' strength and Amy's agility to save the day.

To get all the details, you'll want to check out the first game for your Nintendo 3DS. Then you'll want to follow that up with the next game for your Wii U. Simultaneously, you can dive into the TV series!

And make sure you bring it back here next issue for the full scoop on the Sonic Boom™ comic book series from Archie Comics! ■



GAME TIME

The Sonic Boom video games will be released in November exclusively on the Nintendo 3DS and Wii U!



SONIC SUPER SPECIAL

PRESENTS: THE GRAPHIC NOVEL SPECTACULAR



Welcome, Sonic fans young and old! Jonathan "WB" Gray, your Sonic Off-Panel artist (and temporary writer at the moment) here! The Archie Sonic Team has seen fit to give me my own column (THE FOOLS! MWAHAHAHA!!!) where I can discuss random topics with you guys and be "YOUR MAN ON THE INSIDE!"



Sonic the Hedgehog -- Vol. 1: Countdown to Chaos
\$12.99 US/\$14.99 CAN

**ALL-NEW
SERIES!**

Sonic has hit the ground running and so has his **new universe**! But did the **Freedom Fighters** survive the fallout? Can Sonic find all of his friends? What about **Doctor Eggman**? And more importantly, what's with that weird purple glow in the planet?

Sonic Universe -- Vol. 8: Scourge Lockdown
\$11.99 US/\$13.99 CAN

Scourge the Hedgehog has finally been locked away for good! Faced with life imprisonment in a topsy-turvy universe at the hands of **Warden Robotnik** and surrounded by the worst villains in the multiverse, there's no chance of escape! Can Scourge get his gang back together and more importantly -- get his revenge?



Sonic Saga Series -- Vol. 6: Mogul Rising
\$11.99 US/\$13.99 CAN

Mammoth Mogul is back and he's ready to unleash a brand new **Fearsome Foursome**! Problem is, he's brainwashed three of Sonic the Hedgehog's closest friends to make up his quartet of evil and all he needs now is Sonic himself to complete the set! Can Sonic save the day -- and himself?



Sonic Universe -- Vol. 9: Babylon Rising
\$11.99 US/\$13.99 CAN

The **Babylon Rogues** have unearthed the fabled **Babylon Garden** and the **Battlebird Armada** wants it! Bad news for **Sonic** -- it lies directly beneath his home town of Mobotropolis! And worse news for the Rogues -- it comes with "**The Lightless Black!**" It's a super villain team-up in this explosive story!



ADVICE FOR ASPIRING ARTISTS

Howdy doo, gang! Here's hoping you guys have been fine and dandy since our last super, spectacular issue!

Writing today's column is a bit weird because, in this issue, I've got two pages to shine -- my own interview pages in the back of the book and this tiny column here in the front. So, I think that I'll use this space to expand on giving sage advice to those who want industry work.

Working in any field -- whether you're involved with a group or as an individual -- can be both rewarding and frustrating. How you choose to reap the benefits and the downsides of your craft are up to you. Having said that, the best bit of advice I can give is to set your ego at the door and never cease wanting to learn. Don't be afraid to aim higher in life and, most importantly, have confidence in yourself, what you do and who you are as a person. If you don't believe in your skills and strive to be more than what you are, then how can you expect others to believe in you? How can you hope to grow as a craftsman and as an individual if you're too busy marveling arrogantly at your own greatness or depressed and bemoaning your lot in life? You are your own pep squad. Don't get scared if you fall down. Dust yourself off, keep on cheering and never forget you.

I've been with Archie helping to make Sonic comics in some form since 2003 -- freelance and full-time -- and that's a pretty long run. Good and bad, I wouldn't change my experiences for the world. The point is I'm not afraid to grow and neither should you be. I only hope that bit of daily affirmation helps you in some way.

DUB'S TRIVIA CORNER!

Sonic #187 marked the first time in years that Scratch, Grunder and Coconuts from the *Adventures* cartoon appeared in a Sonic comic! Do they have a future in the new universe? Catch them in Vol. 6 of the Sonic Saga Series: Mogul Rising and stay tuned!



See ya later, gang!
- Jon Gray! ☺

DARK TRILOGY-

SONIC UNIVERSE WRAPS ITS FIRST-EVER 3-ARC STORYLINE WITH "TOTAL ECLIPSE"!

We're fast approaching the next milestone for SONIC UNIVERSE, and bringing us closer is the third story arc in the DARK TRILOGY! It all began with Sonic Universe #59 when Team Dark intercepted the New Black Comet and the very last of the Black Arms aliens.

SHADOW



SHADOW

While aboard the New Black Comet, Shadow came face-to-face with a sinister new villain: Eclipse the Darkling! Bred specifically to destroy Shadow, Eclipse pushed the ultimate lifeform to his limits – both physically and mentally. Team Dark still managed to complete their mission and neutralize the threat of the Black Arms, but Eclipse escaped.

Things took on a lighter tone with the next arc: "The Great Chaos Caper." Knuckles joined the Chaotix in the hunt for a Chaos Emerald and a lost spirit – both crucial to fixing the world. In their way were the nefarious Hooligan gang and nasty Dark Gaia Monsters!

But while the farce played out on the broken world below, Knuckles' friend Relic noticed something on Angel Island – something alien! Eclipse has crash landed on the island – and he's not alone! He's managed to smuggle his experimental Dark Arms with him, and they're almost ready to strike!

ECLIPSE



What are these "Dark Arms," and how will Eclipse use them to strike back against Shadow? Will Knuckles return to Angel Island in time to save his flying home? We can promise you one thing: Knuckles versus Shadow! How? Why? You'll have to read "TOTAL ECLIPSE" to find out – starting in Sonic Universe #67! ■



THE COVER AND VARIANT COVER FOR SONIC UNIVERSE #67!

COLLECTOR COVER SNEAK PREVIEW!

WHAT'S A COLLECTOR COVER?
A COLLECTOR COVER (OR "VARIANT COVER") IS A UNIQUE COVER EXCLUSIVELY AVAILABLE AT COMIC BOOK SHOPS, START YOUR COLLECTION TODAY!

SUPER SMASH VAR.

LOOK OUT FOR THE SUPER SMASH VARIANTS BY RAFA KNIGHT, COMING THIS FALL!

SONIC UNIVERSE #69 MEGA MAN #42 SONIC THE HEDGEHOG #266



COLLECT ALL THREE COVERS FOR ONE SMASH-TASTIC IMAGE!



NEWS FLASH



GENESIS A NEW BEGINNING

Everybody knows Sonic the Hedgehog – the super-fast hero who stars in dozens of games. Whether it's the newest release or a digital download of a classic, fans can enjoy Sonic's adventures on any of their favorite consoles. But there was a time when Sonic called only one video game system his home.

In the late 1980s, the video game scene was very different than what we have today. The most graphically powerful games were exclusive to arcades, needing all the processing power hidden inside those large arcade cabinets. If you wanted to play at home, you were pretty much limited to one or two consoles.

Up-and-coming company SEGA had entered the market with the Master System. It was an 8-bit video game console with some success, but SEGA needed a game-changer, a system that could compete with all the others and then some. They needed a new beginning.

They needed – the Genesis.

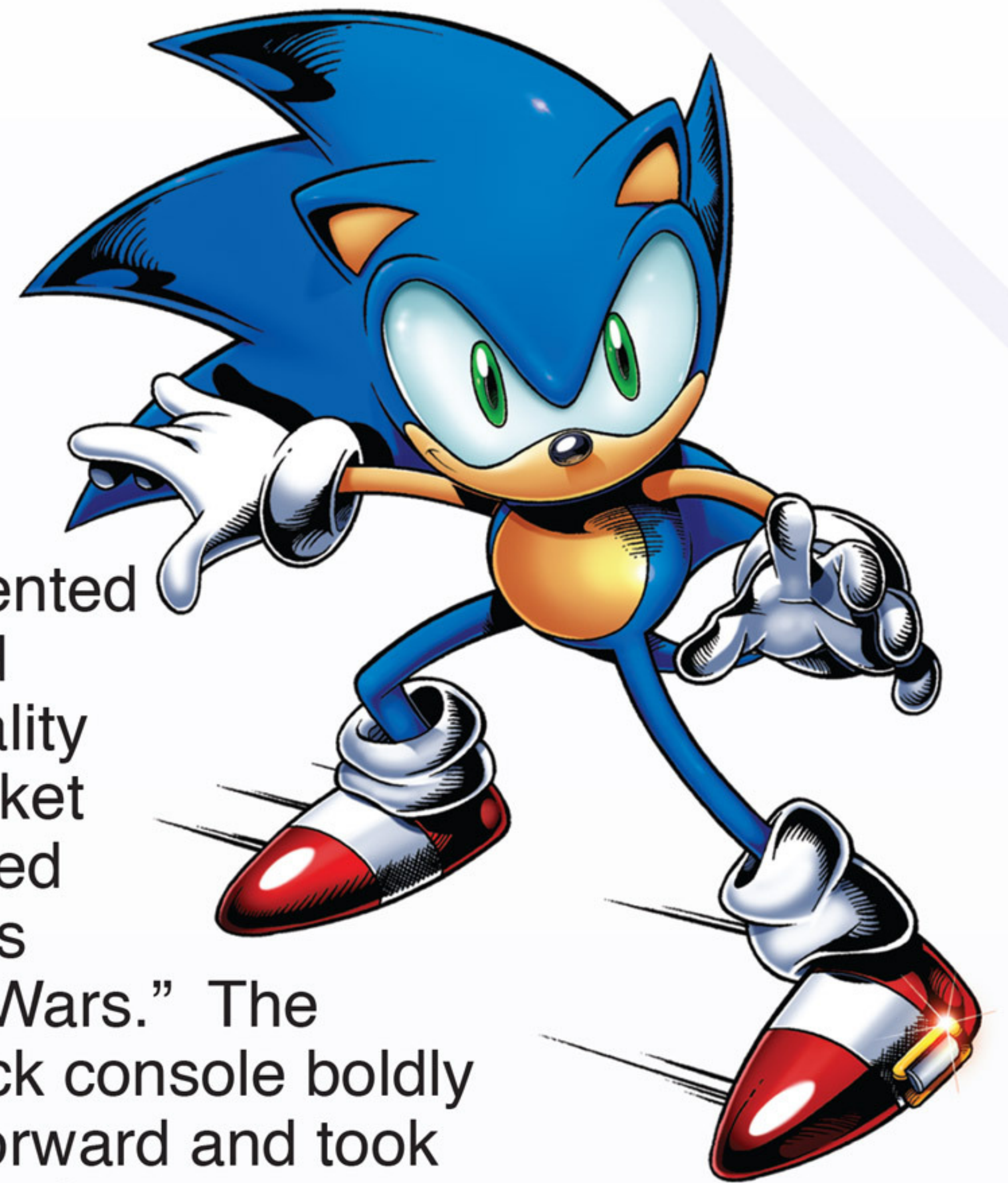
Launching in the North American territories in 1989, the Genesis was a 16-bit revolution.



THE NAME GAME

SEGA'S 16-BIT CONSOLE WAS SOLD AS THE GENESIS ONLY IN NORTH AMERICA, EVERYWHERE ELSE IT WAS THE MEGA DRIVE!

It brought unprecedented speed and sound quality to the market and sparked the famous "Console Wars." The sleek, black console boldly stepped forward and took the industry by storm.

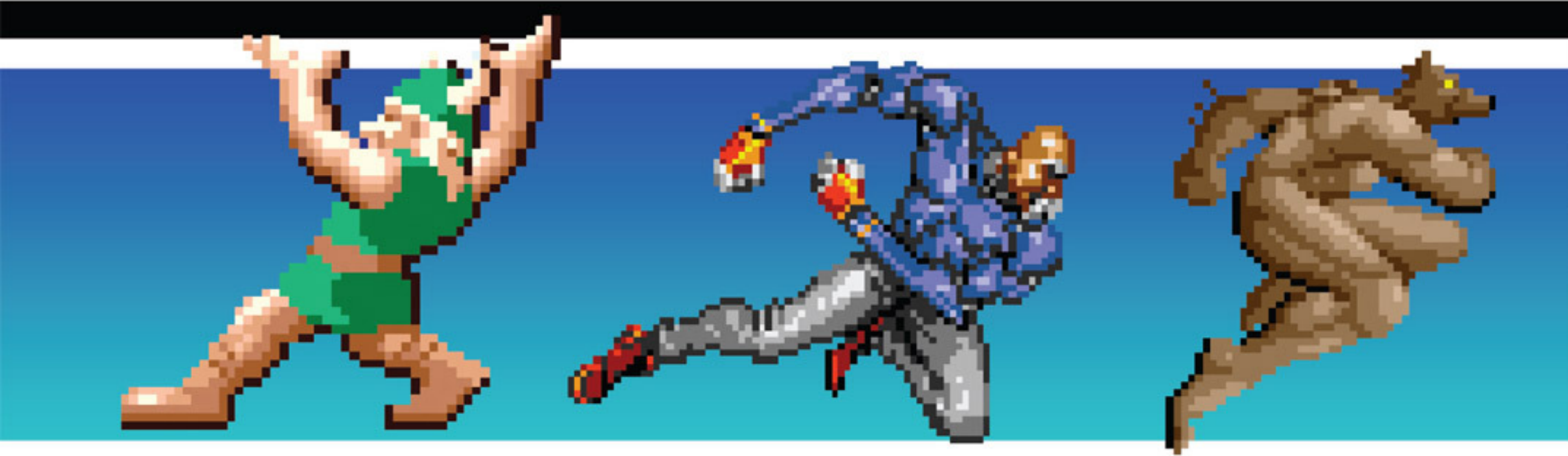


Sonic became the console's flagship mascot in 1991, showing off the console's incredible processing power. In addition to speed, the Genesis could support multiple 2D scrolling plains and native fully polygonal rendering. That doesn't sound like much today, but back then, it was a big deal.

Sonic wasn't the only thing driving the Genesis forward. SEGA secured many exclusive licenses, bringing numerous sports games with pro athlete endorsements. The superior hardware also allowed for many arcade favorites to be ported over, sometimes with new content.

Imagine you're back at the turn of the decade, and you and your friends really wanted to play Golden Axe. You could've gone all the way to the arcade and pumped quarters into the machine, or you could all play for an unlimited time in the comfort of your own home. The Genesis sparked the revolution of home console gaming!

The Genesis enjoyed considerable success in North America and across Europe, and modest success in Japan. (Note: outside of North America, the system was known as the Mega Drive!)



TOP 5 AWESOME GENESIS FACTS

INNOVATIVE OPTIONS!

There was stiff competition from companies later on, but the Genesis remained a strong seller and went on to dominate multiple consecutive holiday seasons.

As the Console Wars raged on, SEGA tried out bold experiments on the Genesis. In 1992, they released the Sega CD – the very first CD-based console. Instead of buying a whole new system, the Sega CD was a hardware add-on that attached directly to the Genesis. The CD ROM format brought better visual and sound quality, as well as more room for additional content.

In 1994 they introduced the second hardware enhancer, the 32X. The device connected through the Genesis's cartridge slot and effectively doubled its processing power. With the 32X installed, the Genesis surpassed all the other competing consoles of the time with awesome graphical power.

The Genesis later shed the cables that bound it to one place in 1995 with the release of the Nomad. Simply put, the Nomad was a portable Genesis, the single most powerful handheld of its time. It could play the entire Genesis library, and with the proper hookup, act as a home console as well!

After a long, hard-fought and glorious time on the field, the Genesis was phased out of the Console Wars in the mid-1990s. It was succeeded by the Sega Saturn and the revolutionary Sega Dreamcast before SEGA moved on to focus exclusively on software.

The Genesis remains a hallmark in video game history. Its presence helped change the face of the video game market, drove the shift from games being a novelty to a part of our everyday lives, and spurred a generation of creativity that may never be repeated. It was truly the dawning of a new era. ■



5) Innovative Options! The Sega CD, 32X and Nomad each brought unique features and options to the Genesis!

SUCH POWER!

4) Such Power! The Genesis ran on a beastly 7.67 MHz CPU – more than double what the competition had!



AWESOME ADVERTISING!

GENESIS DOES

3) The Genesis held the title of top console for years, owning the Christmas rush from 1990 to 1994!

SERIOUS CONTENDER!

2) Serious Contender! The Genesis sold a whopping 40 million units from launch to retirement!



EPIC LIBRARY!



1) Epic Library! By the end of its lifetime, the Genesis had a library of 900 games! Hobbyists are still coding games for it today!



GAME FEATURE



THE GAME

Golden Axe (1989)

WHO WE'RE ROOTING FOR

Ax Battler, Tyris Flare and
Gilius Thunderhead

WHO THEY'RE FIGHTING

Death Adder and his army
of darkness

WHAT'S THE DEAL?

Players were tossed into the fray
as Death Adder kidnapped the
king and princess of the Kingdom
of Yuria. Many fell in the wake of

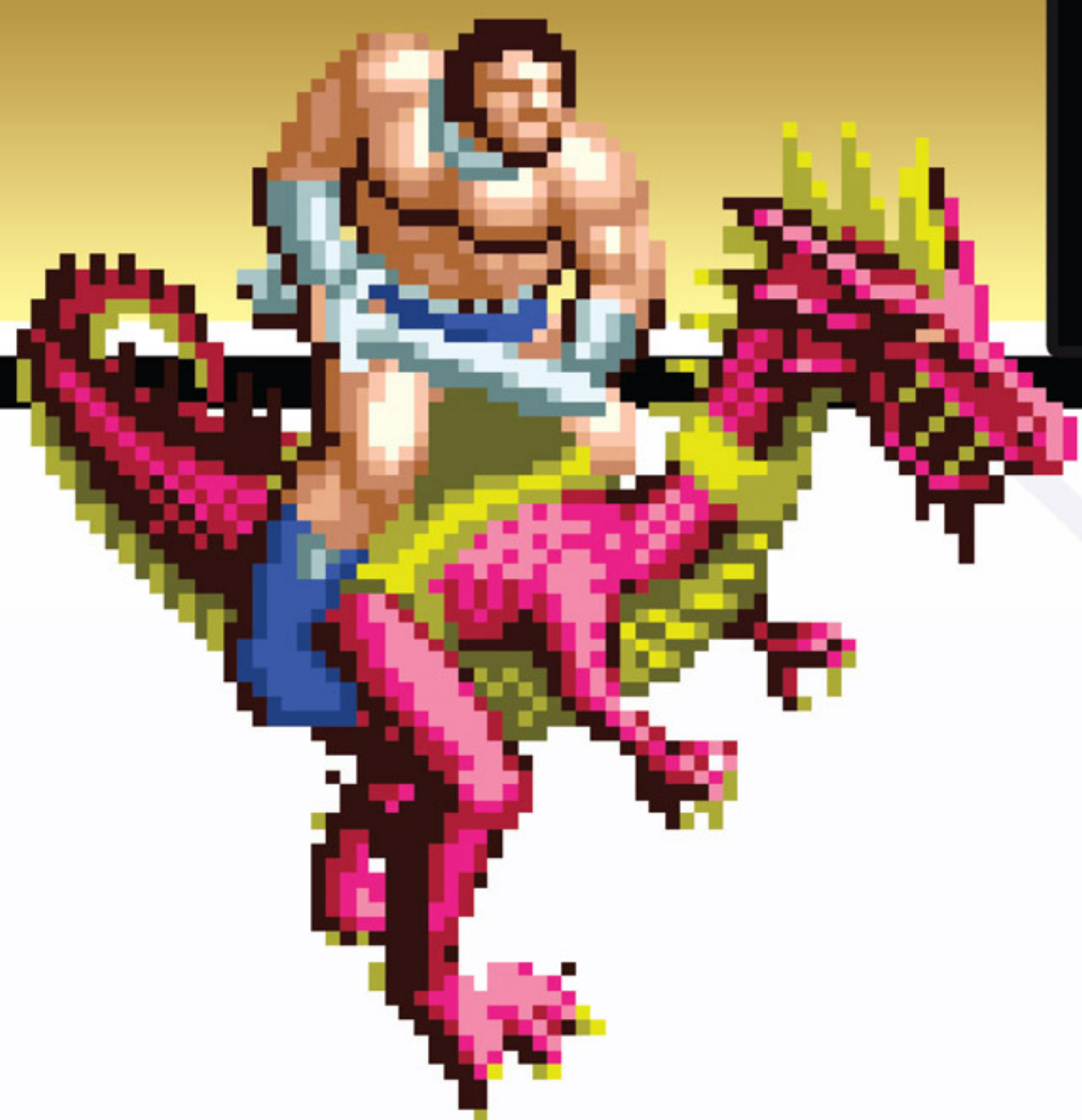
his attack, and a brave few took
up the call for revenge! Players
could choose from Ax Battler
-- a barbarian who oddly uses a
sword; Tyris Flare -- an amazon
warrior who battles with sword and
flame; and Gilius Thunderhead --
dwarven axeman.

Two players could take up the
quest and journey through
medieval villages, across the
backs of titanic beasts and carve
their way through hordes of
enemies using their weapons and
magic.



SUMMON THE BEASTS

USING AWESOME MAGIC, THE HEROES
CAN CAST MIGHTY ATTACKS OF
LIGHTNING, EARTH AND FIRE!



What separated Golden Axe from other “beat ‘em ups” of the time was the rideable mounts. Players could take control of dragons or the utterly bizarre “chicken-leg” beasts. (Fans of *Altered Beast* will recognize the odd creature, though!)

The heroes of Yuria would return in three direct sequels, as well as spin-offs focusing on them individually. Each time they fought to drive back the power of darkness, recover the holy Golden Axe and more than once sent Death Adder back to his grave.

The last game in the series was *Golden Axe: Beast Rider* in 2008, but you can play as Gilius in *Sonic & All-Stars Racing Transformed*. ■



THEY SEE ME ROLLIN'

FEATURED: DRAGON-RIDING
WITHOUT A PERMIT!



GOLDEN RACER!

GILIUS THUNDERHEAD
AS HE APPEARED IN
SONIC AND ALL-STARS
RACING TRANSFORMED.



GAME FEATURE



THE GAME

The Revenge of Shinobi (1989)

WHO WE'RE ROOTING FOR
Joe Musashi

WHO THEY'RE FIGHTING

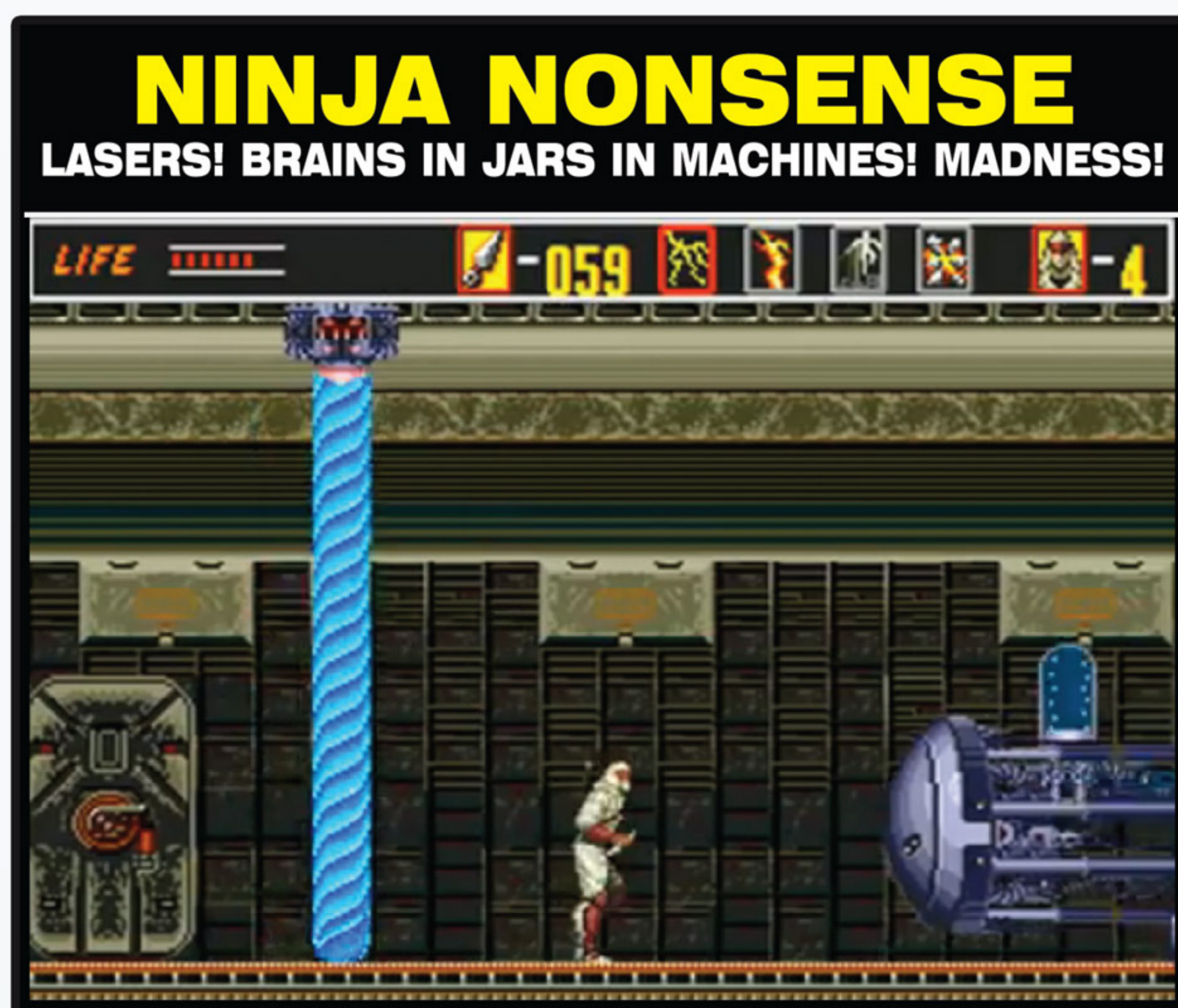
Neo Zeed – an international criminal and terrorist organization

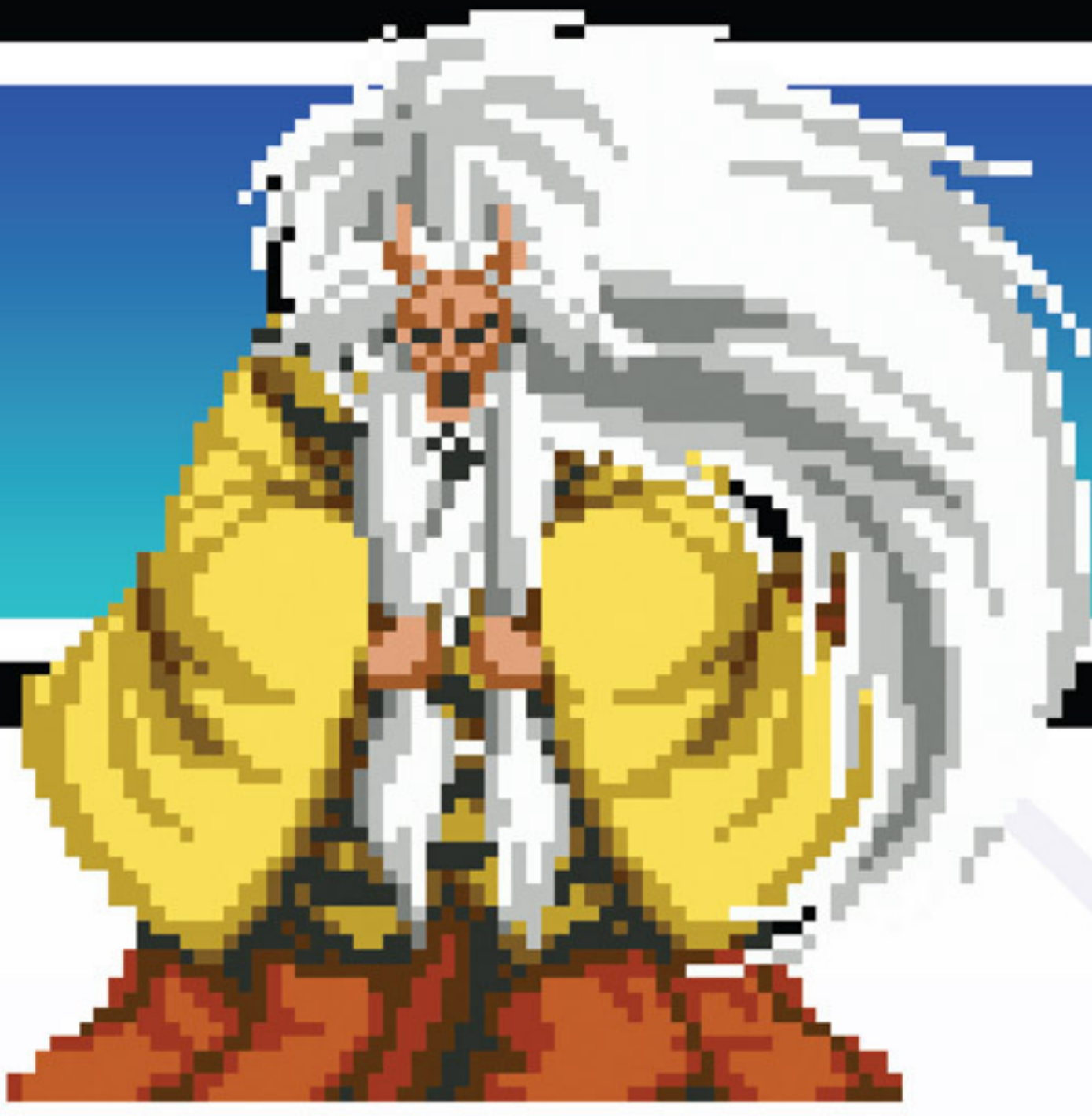
WHAT'S THE DEAL?

Players take on the role of Joe Musashi, the star ninja of the Oboro Clan. Once a sickly boy, Joe trained and meditated under

the guidance of his father, Nakahara, until he became the Oboro Clan's best.

In the original arcade game, simply called *Shinobi*, the evil Zeed organization had kidnapped the children of the Oboro Clan. Joe showed them why that was a very bad idea. The children were rescued, Zeed toppled and Joe was a hero.





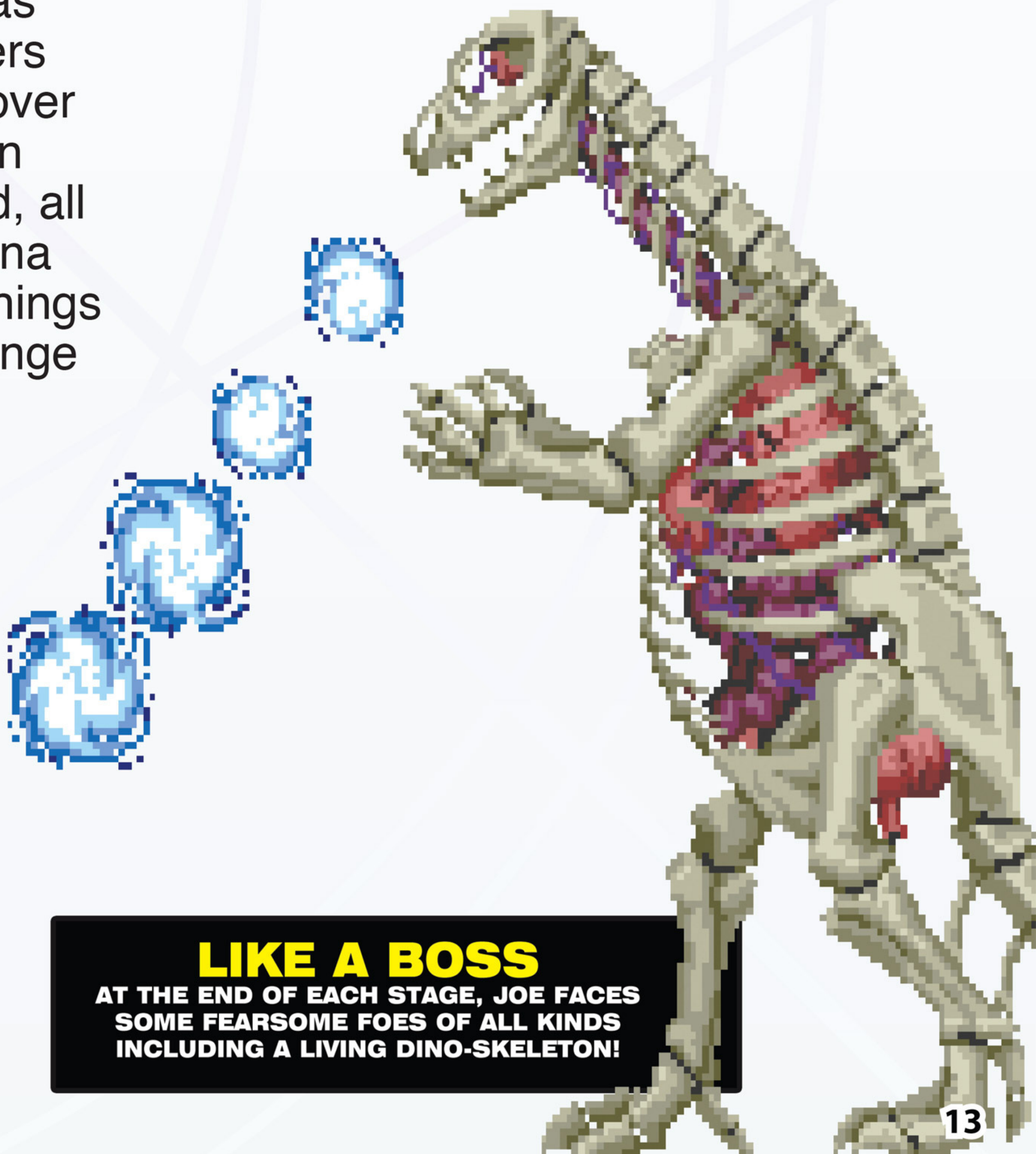
Three years later, the remnants of the villainous group have reformed, bigger and badder than before, attacking anew under the banner of “Neo Zeed.” They kill the master of the Oboro Clan and kidnap Joe’s fiancé. It’s up to you to take control of Joe and remind Neo Zeed why it’s really, really stupid to pick on a magical super-ninja.

The Revenge of Shinobi was an action-platformer. Players controlled Joe as he leapt over pits, back and forth between foreground and background, all while slashing with his katana and flinging kunai. When things got tight, Joe had a wide range of magical ninjutsu skills that cleared the screen of enemies or helped him bypass them.

The *Shinobi* series has endured, sometimes following Joe Musashi’s family, sometimes branching into whole new continuities. The last game to feature



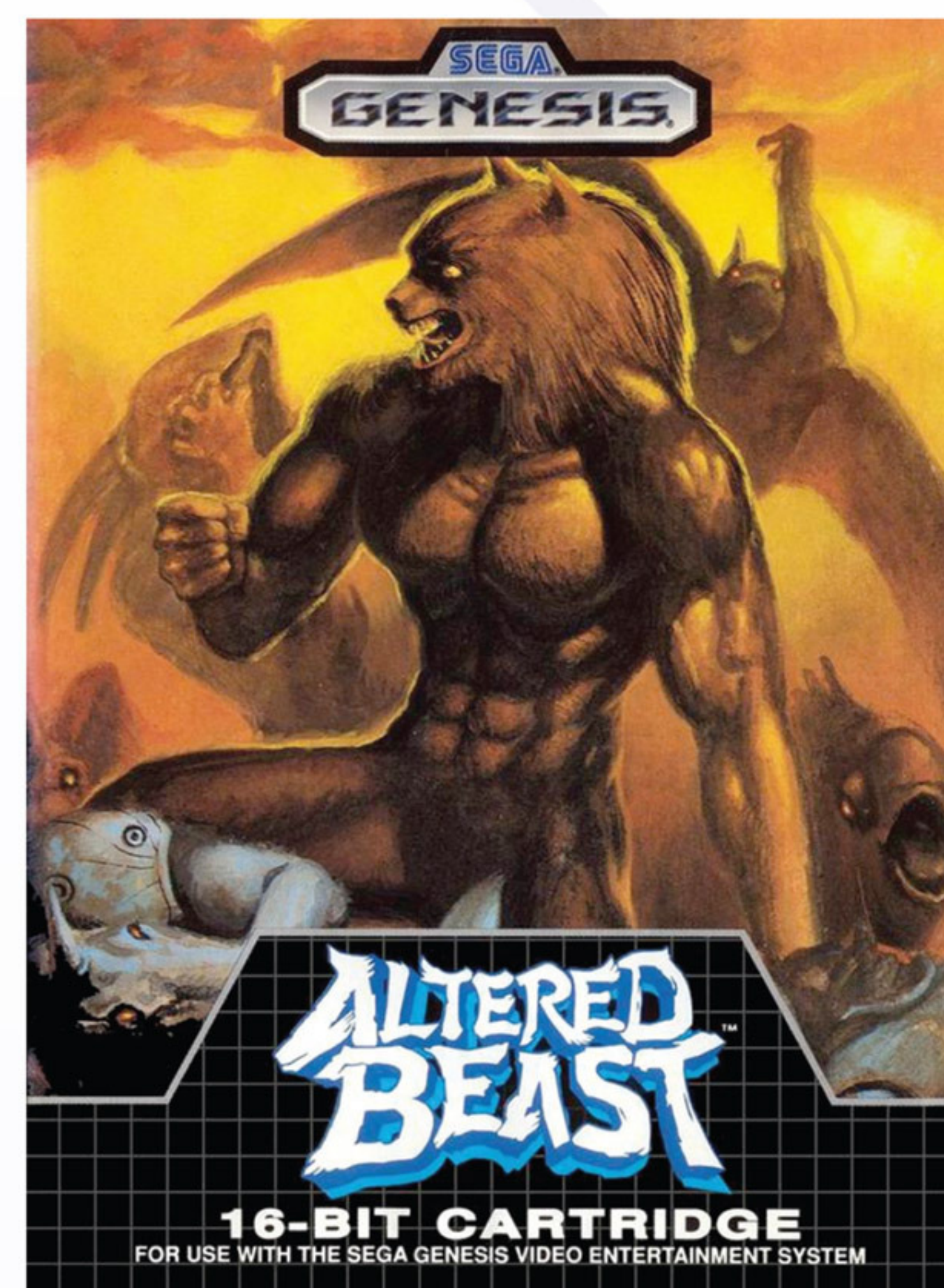
Joe as the hero was *Shinobi III: Return of the Ninja Master* in 1993. However, his legacy lives on in *Shinobi 3D* which stars his ancestor, Jiro Musashi. Joe’s latest appearance in video games is also a playable racer in *Sonic & All-Stars racing transformed!* ■





GAME FEATURE

ALTERED BEAST™



THE GAME

Altered Beast (1989)

WHO WE'RE ROOTING FOR
Resurrected Roman Centurion

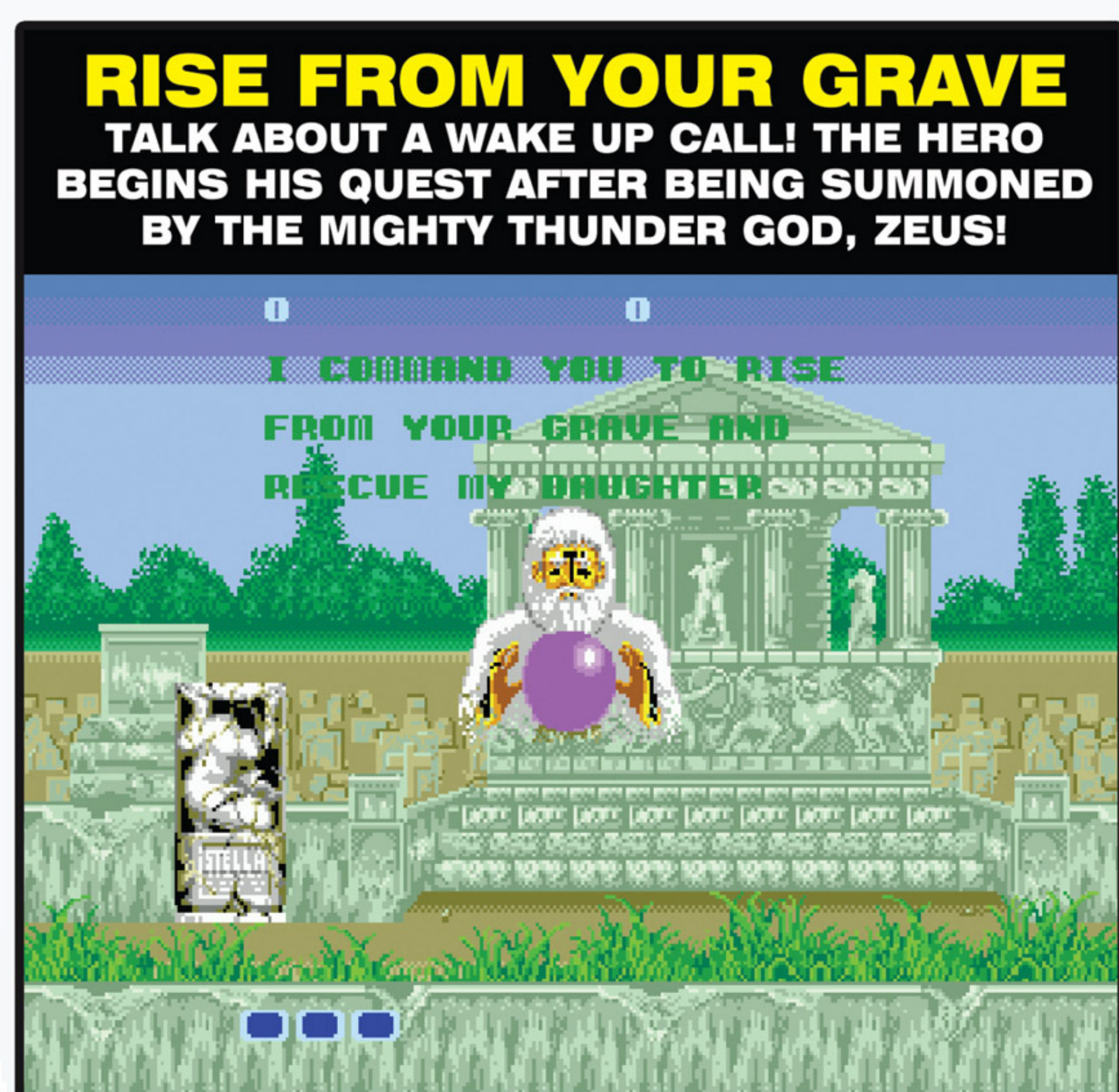
WHO THEY'RE FIGHTING
Neff the Demon God

WHAT'S THE DEAL?

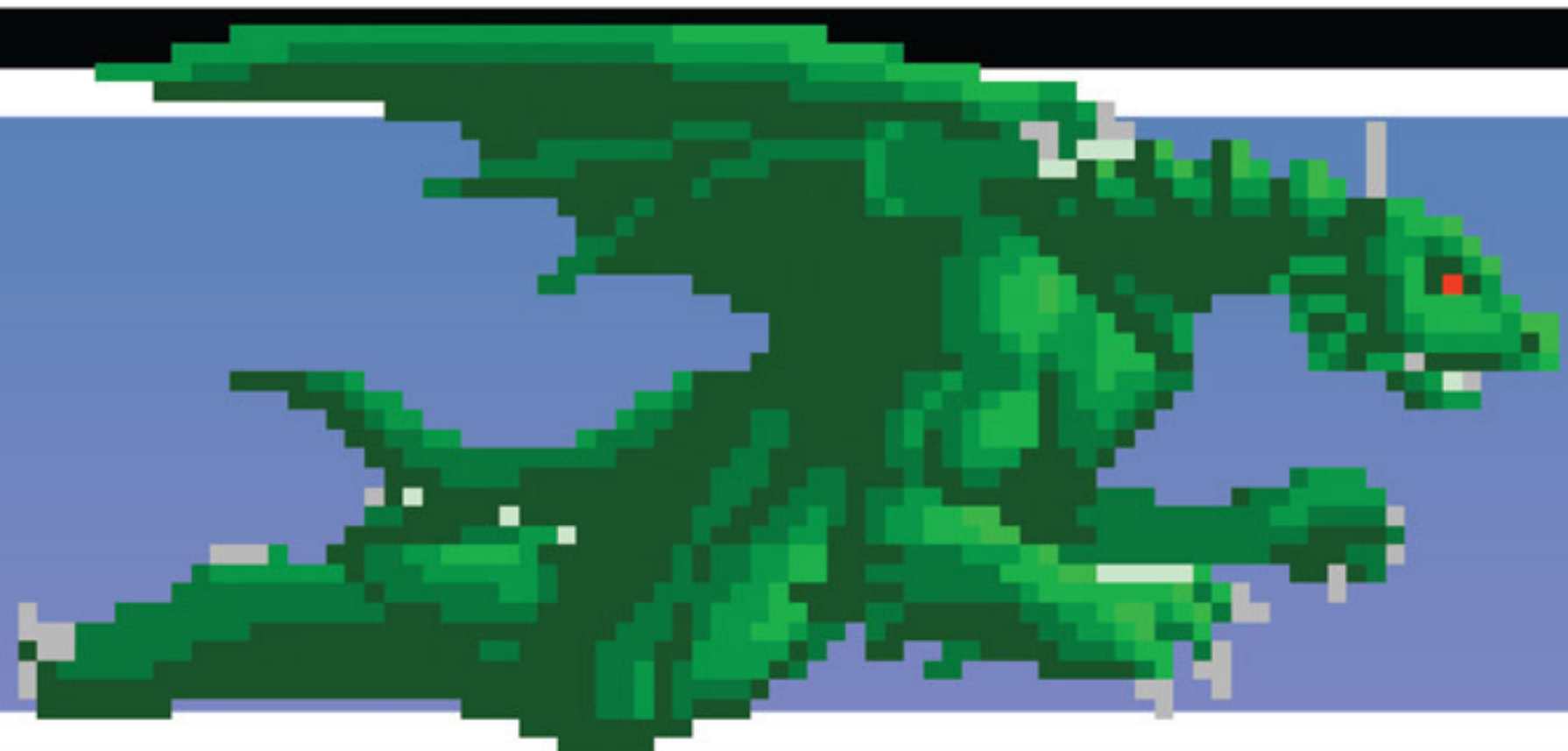
Trouble is brewing in ancient Greece when Neff, a powerful and malevolent demon, kidnaps Athena. Zeus uses his powers

to resurrect a fallen Roman centurion with the famously classic command: "Rise from your Grave!"

Players take control of the centurion as he wages a one-man war against Neff and his legions of monsters. As the centurion slays his foes, he gains their power, steadily transforming until he becomes some kind of beast-man.



POWER UP!
COLLECTING THE POWER ORBS ALLOWS THE HERO TO INCREASE HIS STRENGTH.



UNLEASH THE BEAST!
COLLECT THREE POWER ORBS AND THE HERO
TRANSFORMS INTO A POWERFUL MAN-BEAST!
HMMM...INSPIRATION FOR SONIC THE WEREHOG?!

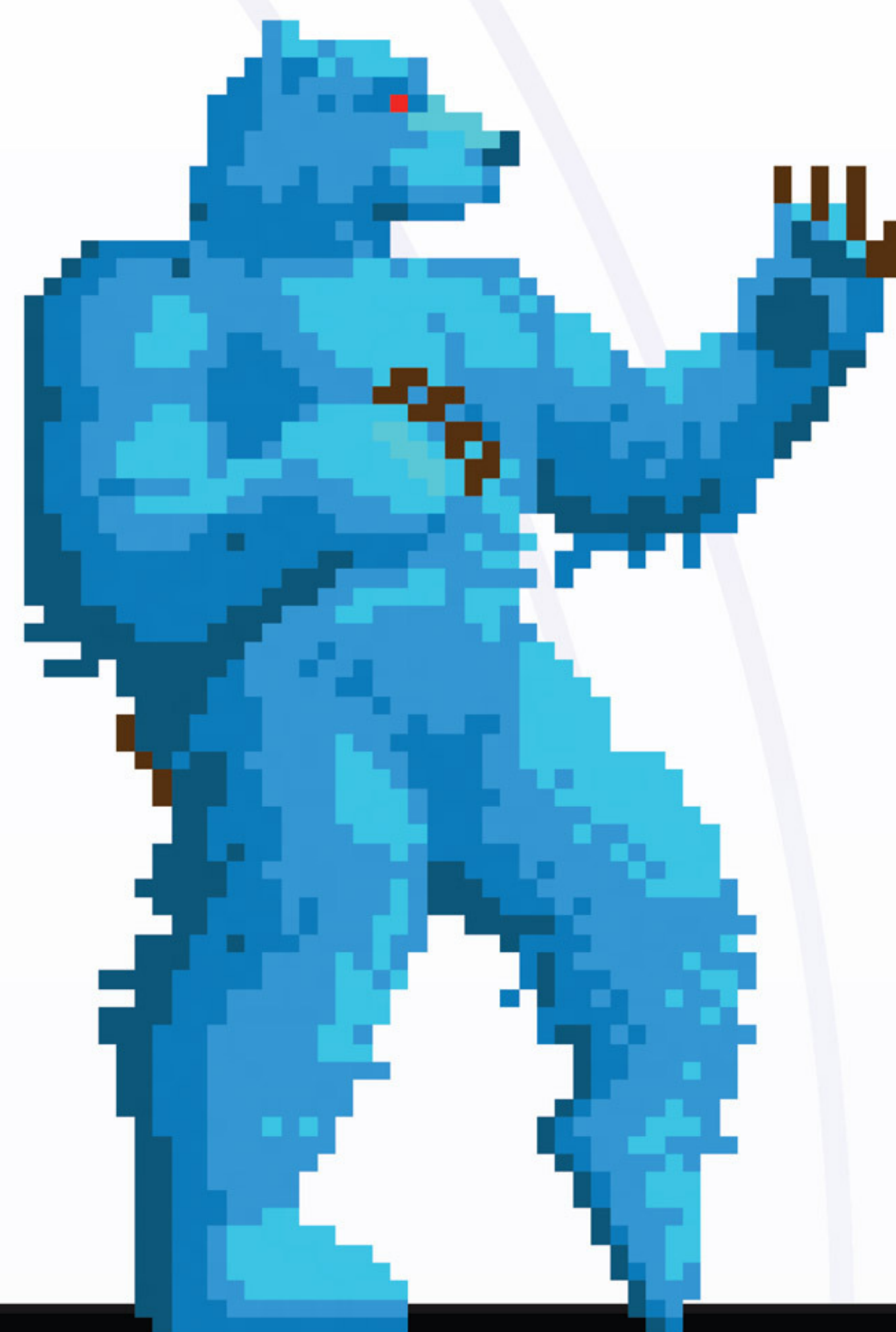


Our resurrected hero takes on the traits of a wolf, dragon, bear and tiger in his quest, each with their own unique abilities. As the centurion battles his way to the gates of the Underworld, he is confronted by Neff. Each time Neff takes on a new, hideous form and it's all-out monster-on-monster carnage.

Altered Beast holds the honor of being one of the Genesis launch titles, and was often packaged with the system. *Altered Beast* was an impressive display of the Genesis's power.

There hasn't been much to the *Altered Beast* legacy. There are two games within the main series and one spin-off. The last title

released in North America was *Altered Beast: Guardian of the Realms* released in 2002. Later in 2005, a game titled *Project Altered Beast* was released for the Playstation 2 only in Japan and Europe and is regarded as a spin-off of sorts rather than a main series title. ■



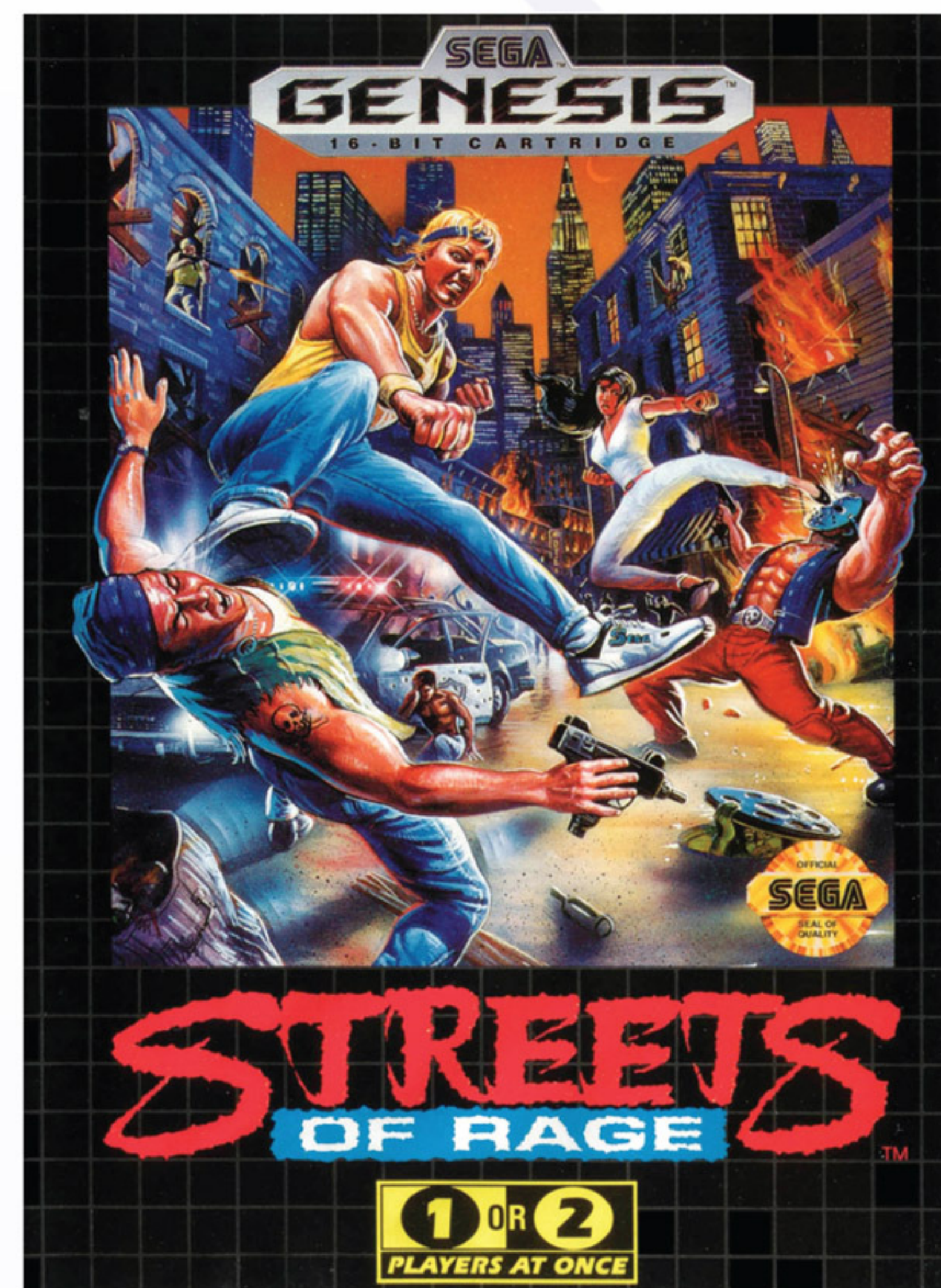
THE BEAR NECESSITIES
FACT: THIS IS THE COOLEST BEAR IN
VIDEO GAME HISTORY.





GAME FEATURE

STREETS OF RAGE™



THE GAME

Streets of Rage (1991)

WHO WE'RE ROOTING FOR

Adam Hunter, Axel Stone and Blaze Fielding

WHO THEY'RE FIGHTING

Mr. X's criminal syndicate

WHAT'S THE DEAL?

The city was peaceful – once. Then it became the violent playground of Mr. X and his criminal organization. With the government and police force fully in his pocket, there was no one

to stand in his way. That all changed when three cops took the law into their own hands and fought the corruption – bare-knuckled in the streets!

Players could pick from three characters in his classic “beat ‘em up.” Adam Hunter was a trained boxer, bringing slower, more powerful attacks. Axel Stone was a martial artist and the “all-around” styled character – a mix of speed and strength. Blaze Fielding, judo expert, rounded out the team with faster, lighter attacks.



PEOPLE ON THE STREETS

WHOMEVER YOU CHOOSE, EVIL'S IN TROUBLE!

1 PLAYER



ADAM

POWER A
JUMP A
SPEED B



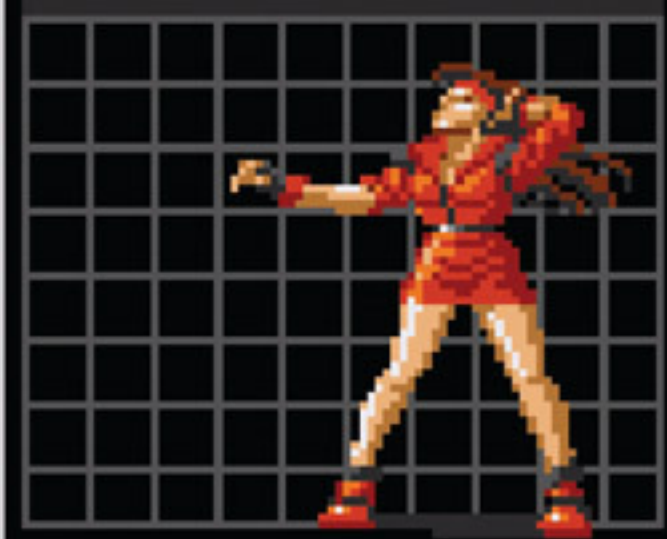
AXEL

POWER A
JUMP B
SPEED A



BLAZE

POWER B
JUMP A
SPEED A





One to two players took to the mean streets of the coastal city, beating up legions of thugs and their bosses. Players could break certain items on the screen to grab rewards like temporary weapons or health in the form of food. When things got too hectic, you could call in some once-per-level back-up. A squad car would pull up, an officer would pull out a bazooka and fire-bomb the screen. (And it used to be such a peaceful neighborhood...)

A unique feature that differentiated *Streets of Rage* from similar fighting games at the time was that players can play cooperatively and perform combo attacks; one player attacks while the other holds the enemy in place or



if one player grabs their partner and throws them at an enemy, the thrown partner will perform an attacking move. Another unique feature of the game came with the final boss. When confronting Mr. X, he offers the players the chance to become his right-hand enforcer. In a two-player game, if one player chose to stay true to the cause but the other fell to temptation, you were pit against your co-op buddy in a battle to the death!

The *Streets of Rage* series has had a short legacy with three games. The last, *Streets of Rage 3*, came out back in 1994. You can play all three in various game collections or download the digital copies on your console of choice. ■



GAME FEATURE

Ristar™



THE GAME

Ristar (1995)

WHO WE'RE ROOTING FOR
Ristar

WHO THEY'RE FIGHTING
Kaiser Greedy

WHAT'S THE DEAL?

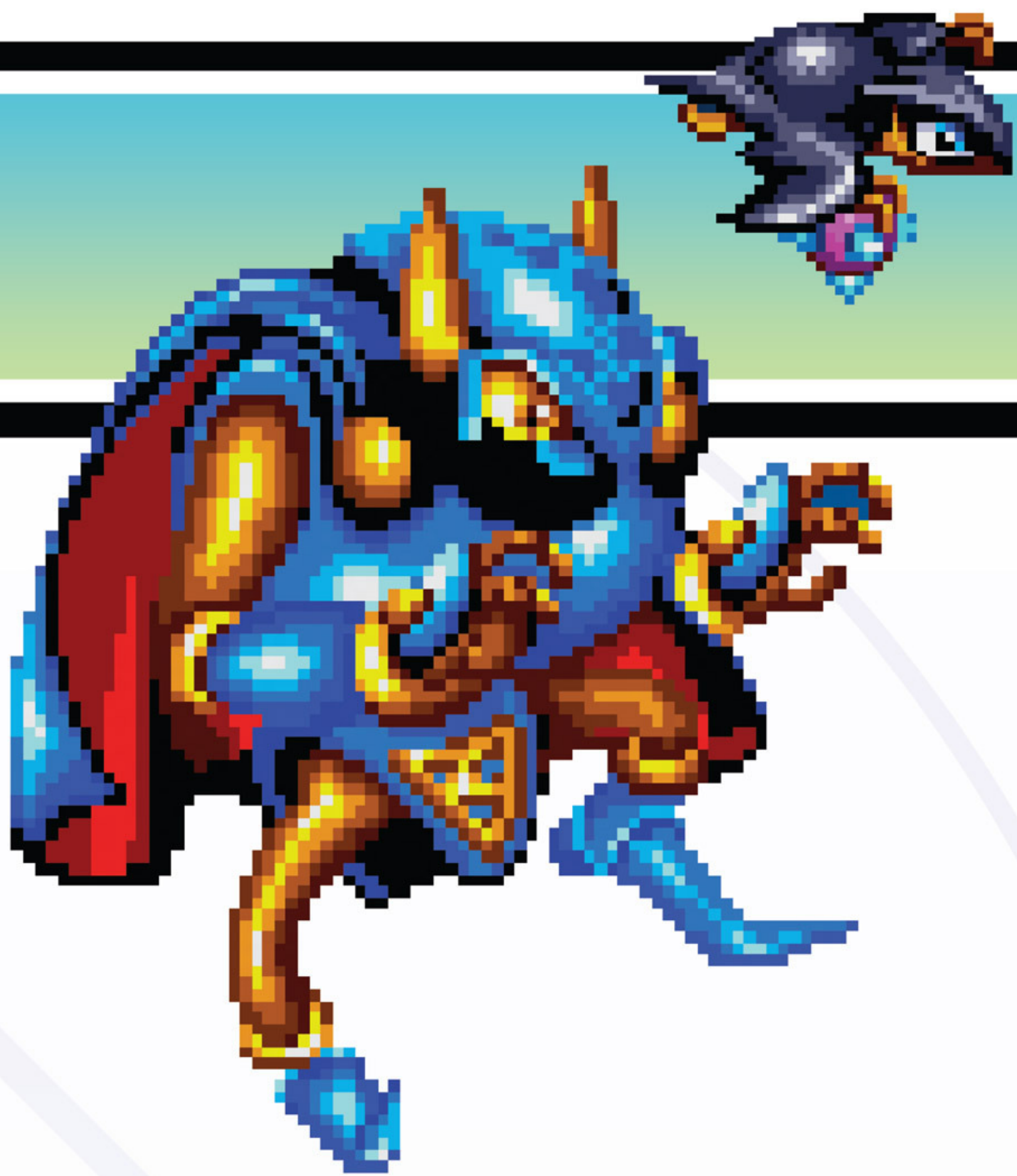
Deep in space, the Valdi System is in trouble! The evil space pirate Kaiser Greedy and his minions are sacking entire planets! The planetary

leaders are falling under Greedy's mind-control! Oruto, a shooting star mother, created Ristar to answer the pleas of the people of the Valdi System.



Players take control of Ristar, the shooting star! Ristar reaches out with stretchy arms and shoots forward. Fling him to new heights, ricochet to hidden prizes, and smash baddies with his face! You guide Ristar across each vibrant, sometimes bizarre, planet to battle Greedy's minions and gather treasure.





While the game was still in the early development phases, the project went by the title *Feel*, before it was finalized for

release under the title protagonist's name, *Ristar*.



Despite his heroism, Ristar hasn't had too many adventures. He had his debut on the Genesis and a port



to the Game Gear with a unique level and boss. But Ristar has not been forgotten! He's the flagman at the start and end of every race in *Sonic & All-Stars Racing Transformed*. ■





SEGA
GENESIS
25TH ANNIVERSARY

BONUS PIN-UP
BY: ERIK LY

GOLDEN AXETM

SHINOBI™

BONUS PIN-UP
BY: JERRY GAYLORD
& GABRIEL CASSATA

SEGA
GENESIS®
25TH ANNIVERSARY



ALTERED BEAST™

BONUS PIN-UP
BY: BRENT MCCARTHY

SEGA
GENESIS®
25TH ANNIVERSARY



SEGA
GENESIS



STREETS OF RAGE

TM

T-Rex
J

EVERYONE



CONTENT RATED BY ESRB

SEGA
GENESIS
25TH ANNIVERSARY

BONUS PIN-UP
BY: T. Rex



Ristar™

BONUS PIN-UP
BY: TRACY YARDLEY



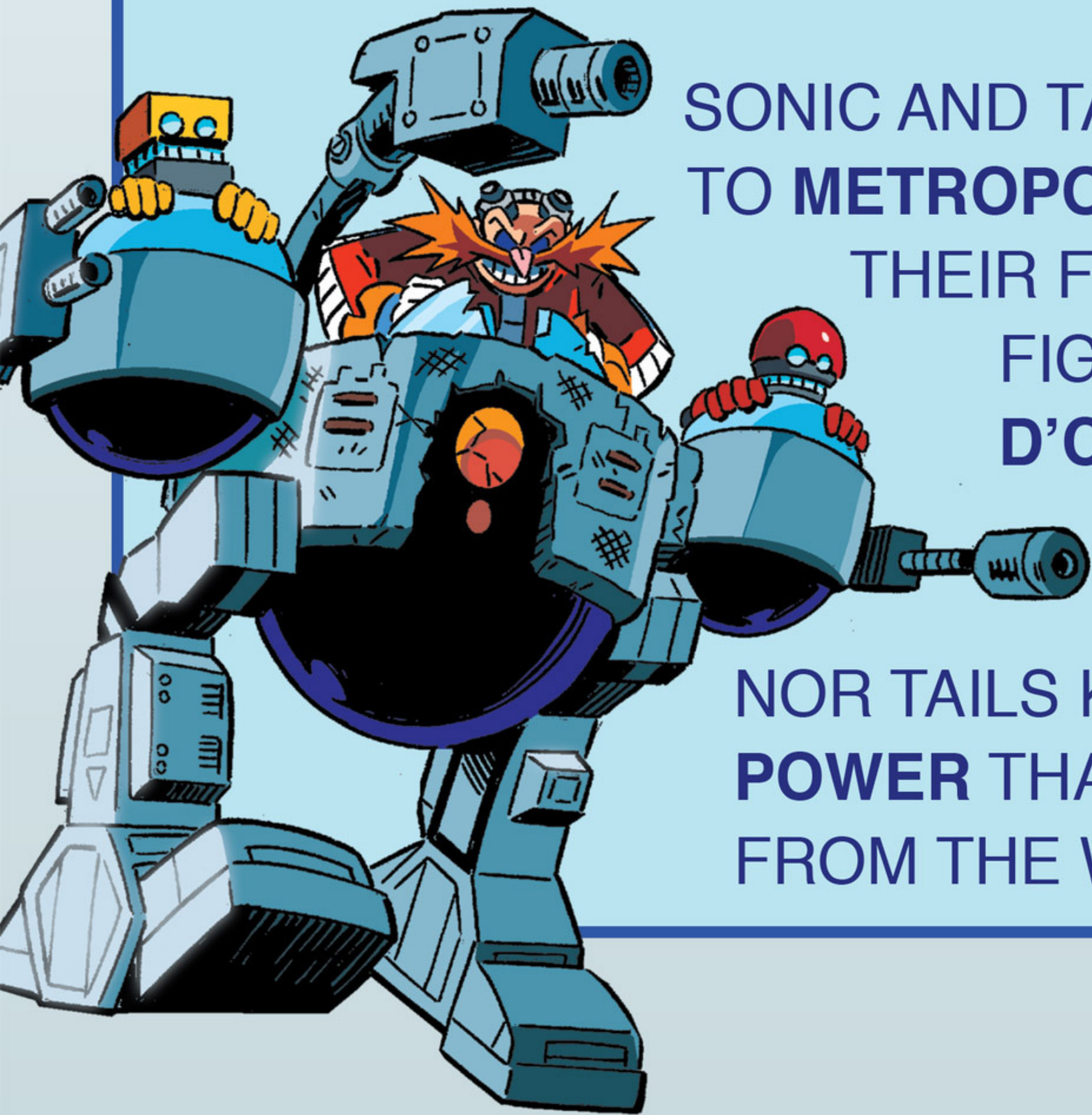
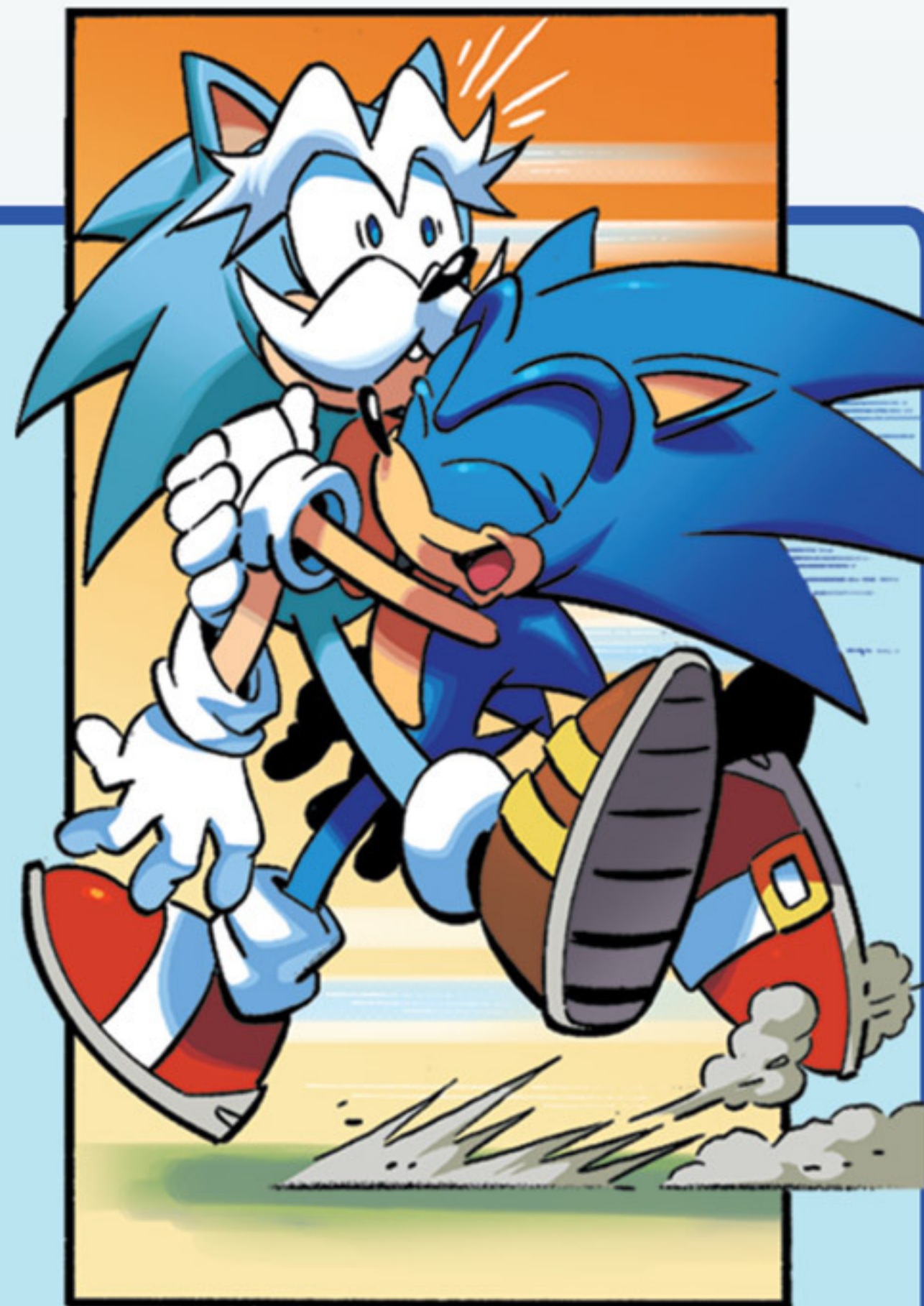
SONIC COMIC SUPER SPECIAL FEATURE!

LET FREEDOM RING!

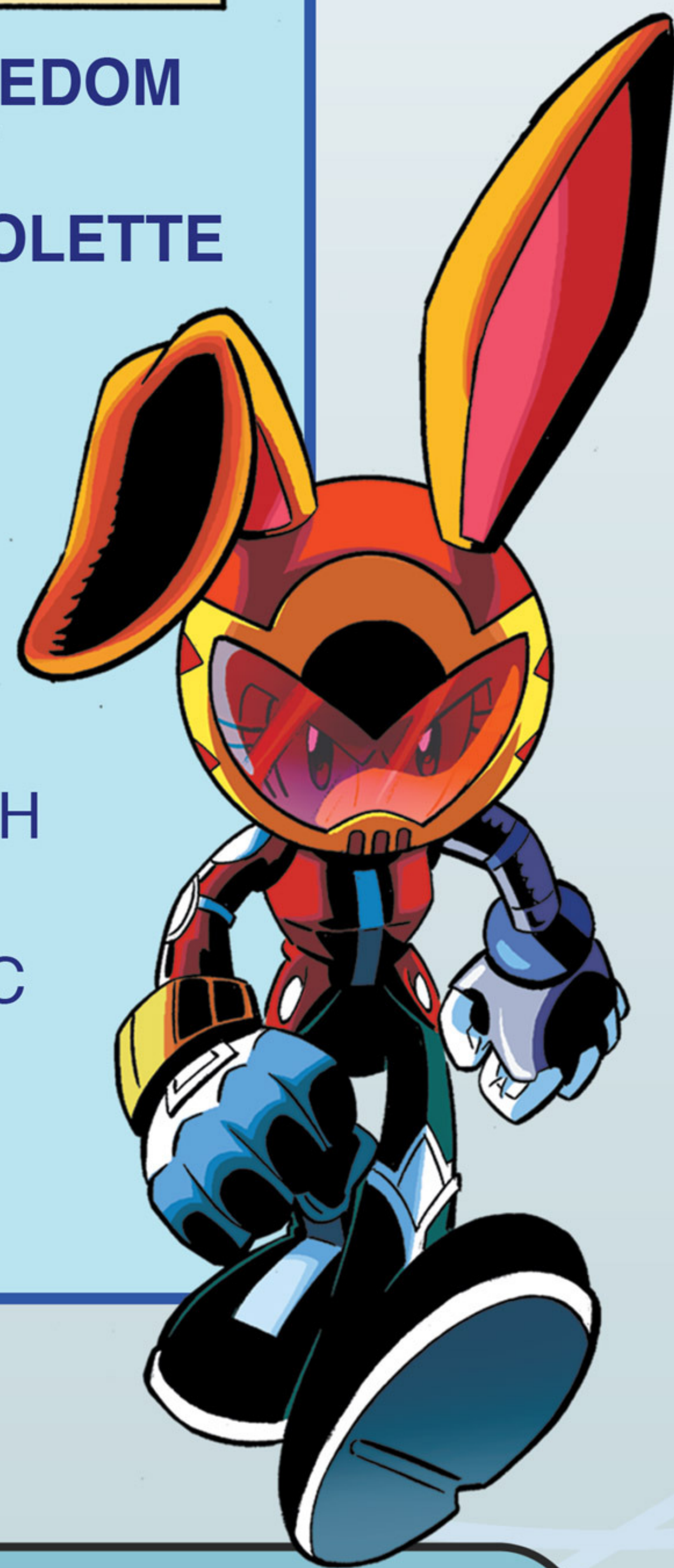
PREVIOUSLY...

AFTER FOILING **DR. EGGMAN'S** PLANS, BOTH **SONIC** AND **EGGMAN** WOKE UP BACK IN THEIR **HOME WORLD**, BUT WITH **NEW MEMORIES** -- AND A **NEW PAST**, ALTERED BY THE REALITY-WARPING **GENESIS WAVE**!

THE **ARTIFICIAL INTELLIGENCE** KNOWN AS **NICOLE** HOLDS THE KEY TO WHAT HAS HAPPENED, AND BY INTERACTING WITH THE HEROIC **FREEDOM FIGHTERS** SHE HAS BEGUN TO "DEFRAGMENT" THIS NEW WORLD. **TAILS**, **ROTOR THE WALRUS** AND **ANTOINE D'COOLETTE** HAVE ALL BEEN REVITALIZED WITH MORE ON THE WAY!



SONIC AND TAILS ARE NOW HEADED TO **METROPOLIS ZONE** TO FIND THEIR FELLOW **FREEDOM FIGHTER BUNNIE "RABBOT" D'COOLETTE**. AS THEY FLY HIGH IN THE SKY ABOARD THE **TORNADO**, NEITHER SONIC NOR TAILS KNOW OF THE **MONSTROUS POWER** THAT IS ABOUT TO EMERGE FROM THE WORLD BELOW...



DID YOU KNOW...

The Metropolis Zone that Sonic and Tails enter in this issue first debuted in the original Sonic the Hedgehog 2 video game for the Sega Genesis. This zone is home to the fan-dreaded "Slicer" enemies and was one of the few levels to feature three acts instead of the usual two. Talk about a Metropolis!





SONIC COMIC SUPER SPECIAL FEATURE!

IT'S RACING TRANSFORMED!

PREVIOUSLY...

IT'S TIME ONCE AGAIN FOR THE ULTIMATE RACING DUEL: **THE ALL STAR RACER GRAN PRIX!**

THE LAST TIME **SONIC** AND HIS ALL STAR FRIENDS RACED, THE **EVIL DR. EGGMAN** TURNED UP TO WREAK HAVOC ON THE RACERS AND CONQUER EACH COURSE FOR HIMSELF. SONIC WAS EVENTUALLY ABLE TO **DEFEAT** THE **CROOKED DOCTOR**, BUT ON THE EVE OF THE SECOND ALL STAR RACER GRAN PRIX OUR HEROES ARE LEFT TO **WONDER** WHAT EVIL SCHEMES THE EGGMAN HAS COOKED UP **FROM THE SHADOWS.**

THIS TIME, THE RACE WILL BE A UNIQUE **TEST OF ABILITIES** ON **LAND, SEA AND AIR.** THIS TIME, IF SONIC WANTS TO WIN HE'LL NEED TO CONQUER ALL THREE AND DEFEAT THE EGGMAN.

THIS TIME, IT'S NOT JUST RACING --
IT'S RACING TRANSFORMED...



DID YOU KNOW...

This comic story was the first ever to officially include Sega characters outside of the Sonic franchise in a Sonic comic story, as well as a cameo from real life racing star Danica Patrick!

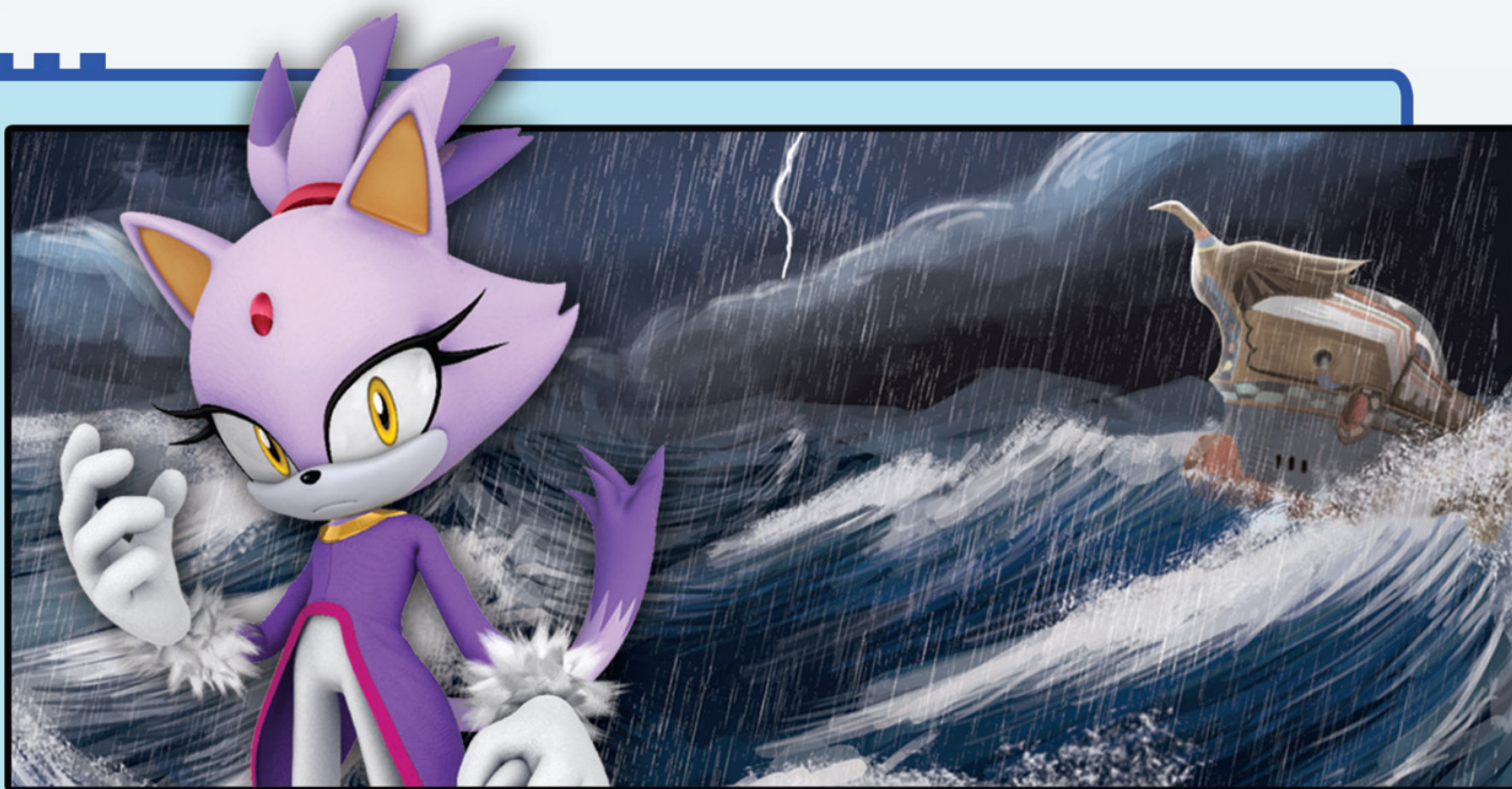


SONIC COMIC SUPER SPECIAL FEATURE!

ADVENTURE ON BLAZING SEAS!

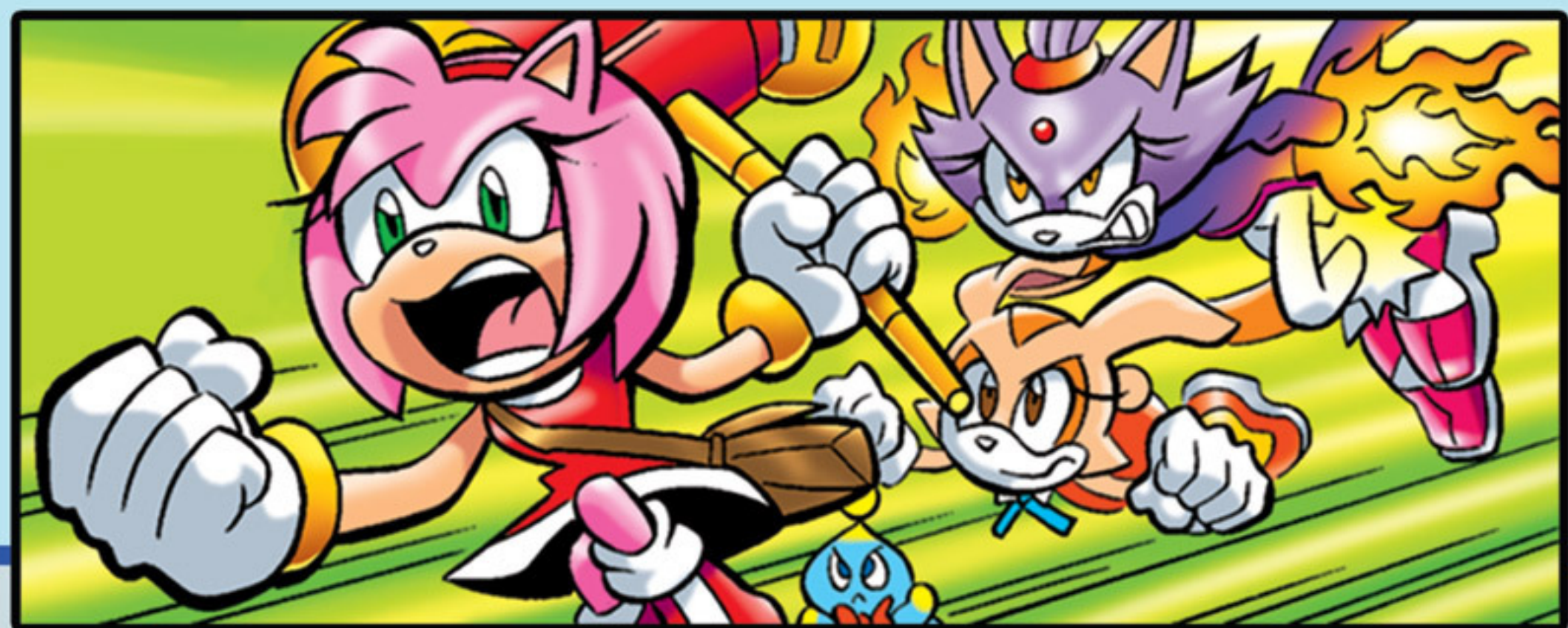
PREVIOUSLY...

WITH THE **COLLISION** OF TWO WORLDS CRASHING TO A CLOSE, THE FATE OF **SONIC THE HEDGEHOG'S** ENTIRE **UNIVERSE** REMAINS SHROUDED IN **MYSTERY!**



JOIN US NOW, AS WE **DISCOVER** THE **FATE** OF MANY OF THE HEROES WHO FOUGHT TO RESTORE ORDER TO THE UNIVERSE THAT DAY. HEROES WHO SHARE A **SPECIAL BOND** THANKS TO THE **POWERFUL SOL EMERALDS**, AND WHO HAVE BEEN REUNITED ACROSS SPACE AND TIME FOR ONE MORE **ADVENTURE!**

WITH THE VAST SEA LYING BEFORE THEM, **AMY ROSE, CREAM AND CHEESE, BLAZE THE CAT AND MARINE THE RACCOON** SAIL INTO ADVENTURE, NOT KNOWING THAT **TROUBLE** IS DRIFTING JUST **AROUND THE CORNER...**



DID YOU KNOW...

Pirate Plunder Panic is not only an awesome sea-spanning story about pirates and booty, but is also the spiritual sequel to the Sonic Universe story arc "Treasure Team Tango" (available now in graphic novel) which also featured Blaze, Amy Rose, Cream and Cheese on a hunt for a Sol Emerald!



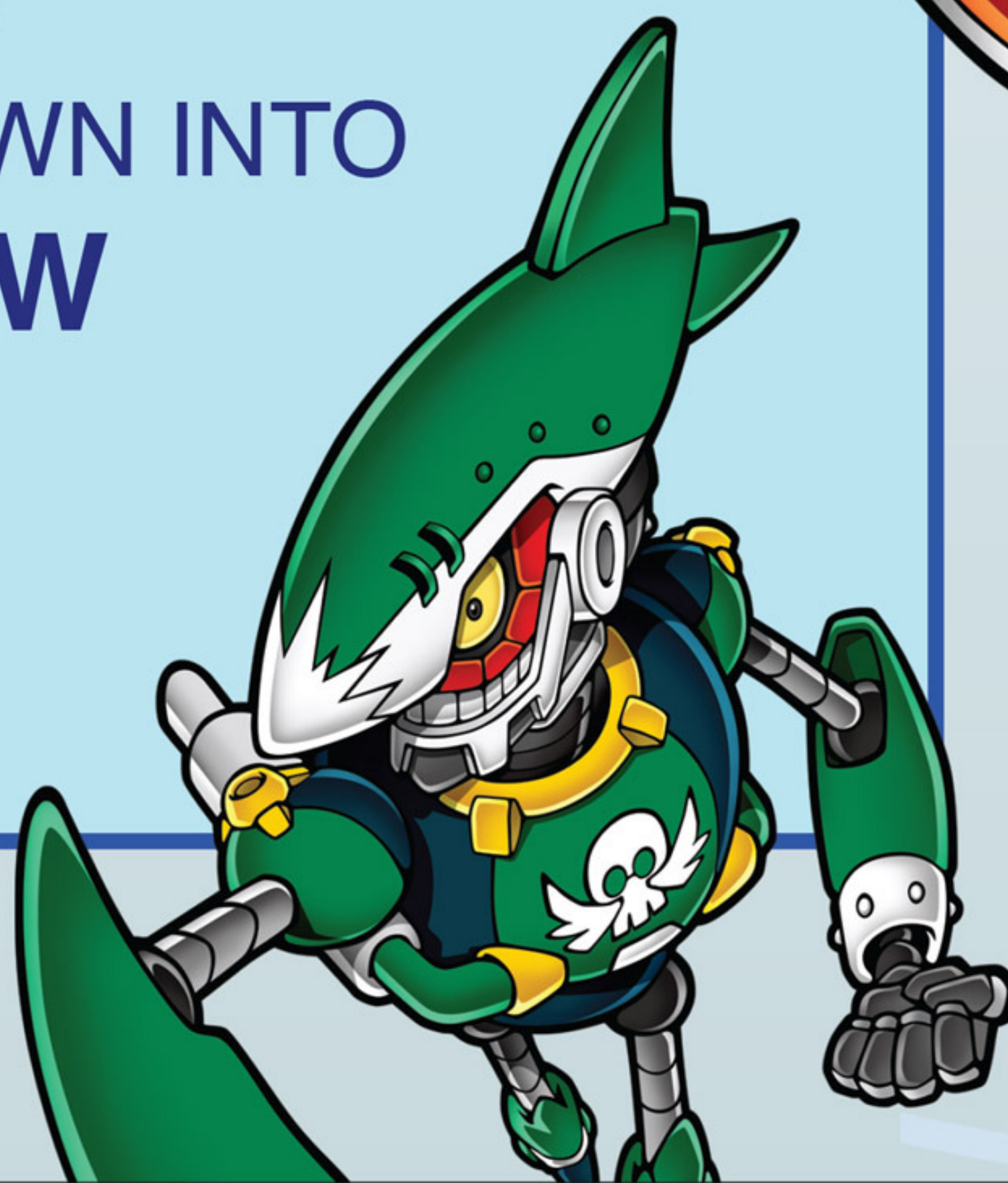
SONICTM SUPER SPECIAL GRAPHIC NOVEL PREVIEW:

LET THE GAMES BEGIN!

PREVIOUSLY...

SONIC THE HEDGEHOG RACED INTO THE WORLD IN VIDEO GAMES FIRST, AND HIS DIGITAL BIRTHRIGHT STILL HOLDS TRUE TODAY! MANY OF SONIC'S GAME ADVENTURES HAVE FOLLOWED HIM ONTO THE PRINTED PAGE!

ENTER NOW THE SPECIAL COMIC ADAPTATION OF SONIC RUSH ADVENTURE, WHERE SONIC AND TAILS FIND THEMSELVES DRAWN INTO A WHOLE NEW WORLD!



DID YOU KNOW...

So far, the characters Marine, Captain Whisker and Johnny's only appearance in the Sonic video games was from the 2007 Nintendo DS game Sonic Rush Adventure. Captain Whisker and Johnny also appear in the Sonic Universe story arc "Pirate Plunder Panic"!



FLYNN • SPAZIANTE • YARDLEY
HERNANDEZ • PEPPERS • AMASH
AND MANY MORE!

SONIC SUPER SPECIAL

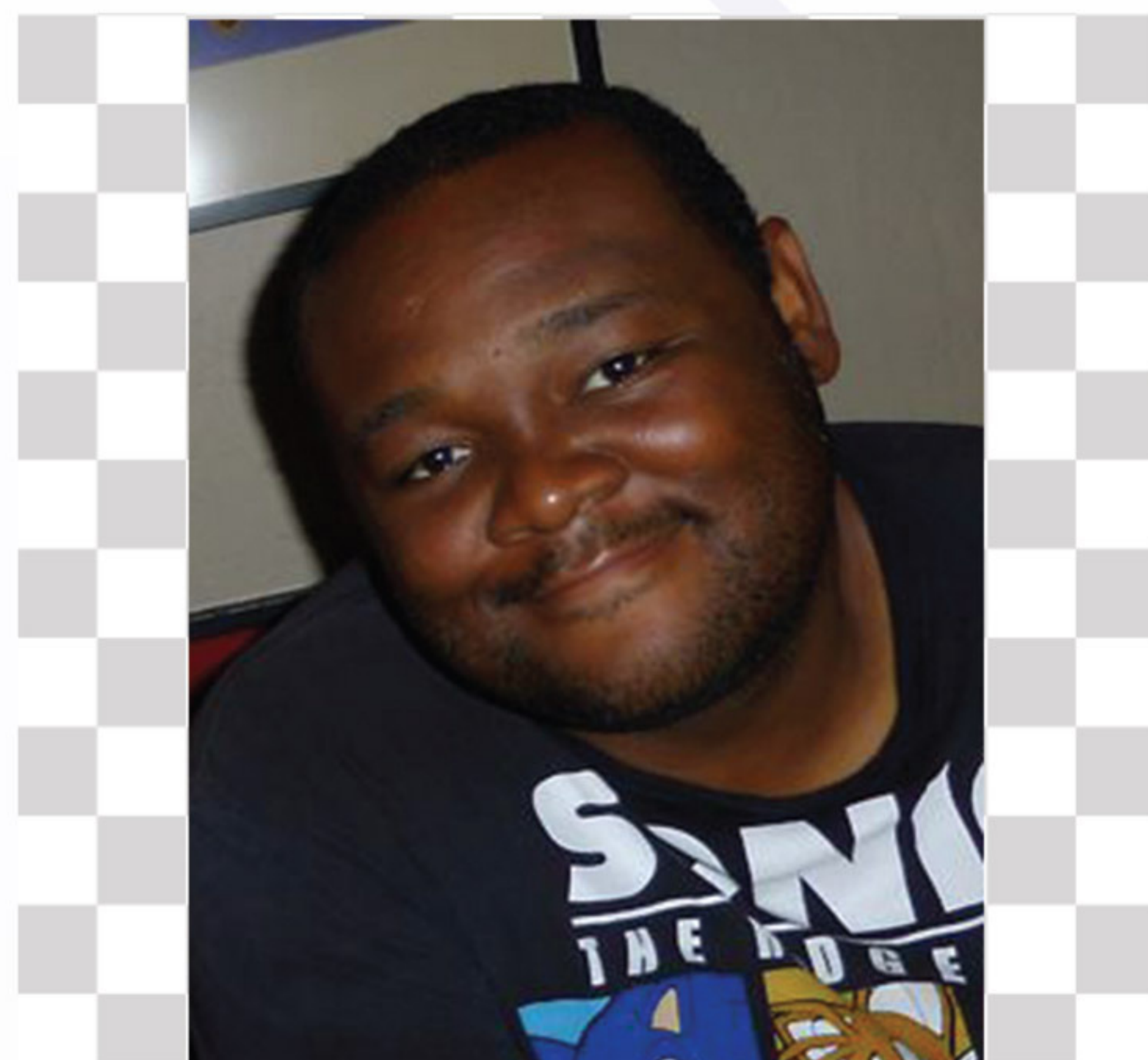
INTERVIEW WITH - JONATHAN H. GRAY - ARTIST-EXTRAORDINAIRE -

SSSM: Jon Gray, the time has come for your interview, please squee for the camera!

JG: *SKREEEOOOONK!!!* That's my Godzilla scream and that's all you get!

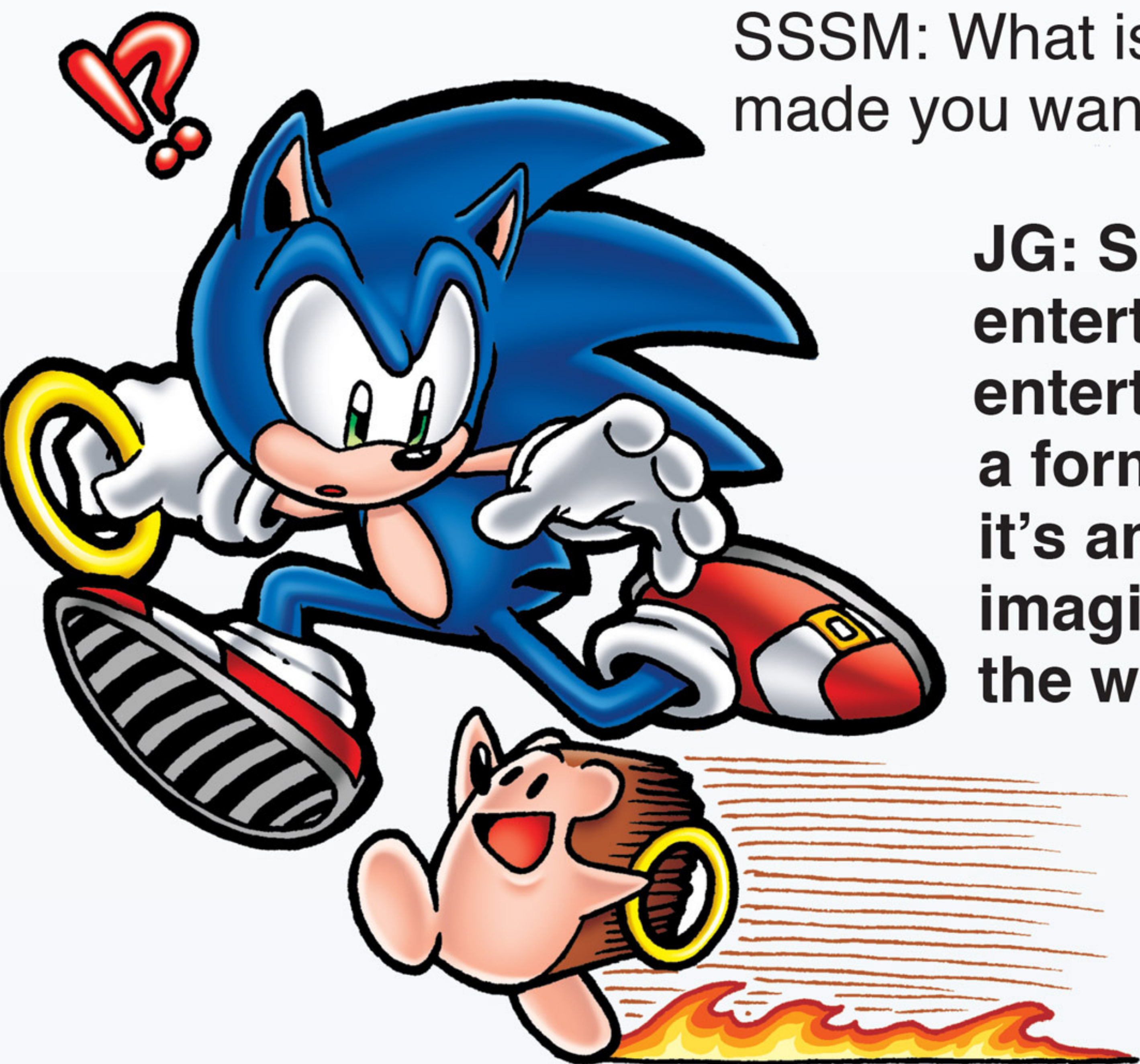
SSSM: Jon, you've been involved in Sonic comics for quite some time now! How did you get started at Archie?

JG: I was a young ragamuffin scamp of 10 years fluttering about the Oliver Twist orphanage. With puppy-dog eyes, I asked the headmaster for more gruel to which he replied "More? Moooooore?!?!?!" So then one of my online buddies who was a previous artist for the book and on the way out asked me if I'd like to submit a portfolio for his job – and, well, it was either that or more gruel. And honestly, gruel's not all that great. So... there ya go! :D



JONATHAN H. GRAY
SONIC COMICS' "JON" OF ALL TRADES

SSSM: What is it about drawing comic books that made you want to go professional?



JG: Short answer: I've always wanted to entertain kids the same way that comics entertained me. Comics are more than just a form of entertainment. For many kids, it's an escape and fuel for the mind and imagination. If I can make one kid happy the way that comics made me happy and gave me an outlet to dream and think bigger, then I've done my job well. It's my way of giving back.

SSSM: What is the most challenging aspect of drawing a comic book?

JG: Page and panel layouts are always a pet peeve with me. I could always go the

JONNY B. GOOD!

JON GRAY HAS BEEN CONTRIBUTING LITTLE SONIC DRAWINGS TO THE SUPER SPECIAL MAGAZINE IN HIS VERY OWN "GRAPHIC NOVEL SPECTACULAR" SECTION! CHECK OUT PAGE 6 FOR THE LATEST IN GRAY'D "A" ART!

A GRAY INVASION

IN ADDITION TO HIS TABLOID VARIANT FOR SONIC UNIVERSE 68, JON GRAY WILL GRACE ANOTHER SERIES YOU ALL KNOW WITH HIS ART IN THE NEAR FUTURE!



easy way out and lay pages in the standard box/row format, but honestly, I like challenging myself and trying to find different ways to lay out a page (without cluttering it) while making sure the narrative flows properly. It's a very hard balance that requires a lot of practice and patience, both with yourself and the material that you're working with. Simpler is better, but it doesn't hurt to have some fun!

SSSM: Do you have any favorite notable moments from any of your past Archie Sonic projects? What advice do you have for any aspiring Sonic comic artists out there?

JG: I have fond memories of interpreting the current designs for the Battlebird Armada from the old "Tails Adventure" Game Gear game with Ian Flynn.

It's one of the first things I'd ever done for the series. Seeing them interpreted by Tracy Yardley gave my great pleasure. Finally, doing a cover (Sonic Universe #68's variant) was another goal I achieved that I'd love to do more of in the future.

As far as advice goes – **DRAW ALL THE TIME.** Practice! You'll hear this a lot, but it really is true. Don't be afraid to admit when you can improve your work and never stop learning. Zero in on your faults and attack them. Also remember that no artist or writer is perfect: even your heroes. Be open-minded towards learning new techniques and find new creative ways to solve problems. Never be afraid to forge your own path or do it different. ■



GRAY'TNESS AWAITS

FROM OFF-PANELS TO COVERS
JON GRAY DOES IT ALL! PICK UP HIS
AWESOME TABLOID VARIANT FOR SONIC
UNIVERSE #68 COMING SOON!